DM18 ■ 475 PTAS

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MAGAZINE AND TWO CASSETTES £2.99

CRASH

SINCLAIR SPECTRUM GAMES



TWO BRILLIANT CASSETTES FEATURING TEN TEN!!! ITEMS!

- **ASTROCLONE** *Complete game!*
- **ON THE RUN** *Complete game!*
- **SKULL & CROSSBONES** *Playable demo!*
- **SOCCER CUP QUIZMASTER** *Complete game!*
- **SEA BATTLES** *Complete game!*
- **POKEMANIA** *Pokes on tape!*

PLUS

CODEMASTERS!

Absolutely brilliant:

- **BMX SIMULATOR** *Full game!*
- **PHANTOMAS** *Full game!*
- **FRUIT MACHINE SIM** *Full game!*
- **DIZZY** *Full game!*

If your tapes aren't here ask your newsie where they are!

EXCLUSIVE REVIEW!

MERCS

US Gold's blood-thirsty blaster explodes!

BARGAINS, AHOY! The best in compilations reviewed and rated!

ON THE SAM COUPE: Klax and Escape from the Planet of the Robot Monsters REVIEWED!

GAMES: HUNT FOR RED OCTOBER! SHADOW WARRIORS! DOMINION! RBI2 BASEBALL! QUICK DRAW McGRAW! DIRT TRACK RACER! WACKY RACES! ENGLAND CHAMPIONSHIP SOCCER! AND MANY, MANY MORE

OLIVER FREY

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HeroQuest

CONTENTS



GAME *thrills*

This is all rather a bit special, isn't it viewers? Two tapes packed with some real corkers! You've got your usual dose of mega-play action on the Powertape and a very special compilation put together by Code Masters featuring four of their top games! Okay, so it's all costing you an extra quid — but one measly pound for a Code Masters collector's item? Can't be bad, can it? Indeed not (that's why we're doing it all again next month). Yup, another extra-special compilation pack next month and news about the transformation CRASH is going to take at the start of the summer holidays! Hold onto your hats and hold tight for the ride of your life!! Byeeeeee!

THRILLS ON TAPE
Where to find the action!

■ TAPE ONE ■
SIDE A
Astroclone
Sea Battles
Skull & Crossbones demo
SIDE B
On The Run
Soccer Cup Quizmaster
Pokemania

■ TAPE TWO ■
SIDE A
Phantomas
Dizzy
SIDE B
BMX Simulator
Fruit Machine Simulator

Check the inlays for loading instructions.

Should your **Powertape** tape prove faulty, send it in its box to: **NEWSFIELD, CRASH TAPE CLINIC MAY (88), Ludlow, Shropshire SY8 1JW.**

Should your **Code Masters** tape prove faulty, send it in its box to: **NEWSFIELD, CRASH CODE MASTERS TAPE CLINIC MAY (88), Ludlow, Shropshire SY8 1JW.**

A healthy Powertape or Code Masters tape will wing its way back to you!

ASTROCLONE

● **Hewson hit the aliens!**

You want something big? You want something adventurous? You want something that'll keep you 'occupied' for ages? Well, come for a meal at Ludlow's curry house (loo paper shortage, ahoy!). However, if you want all that and something that gives you complete control of the galaxy, this is it! One of Hewson's classics — *Astroclone*!

Astroclone has three separate parts: a shoot-'em-up sequence, a strategic element and an adventure section. The idea of the game is to knock out all the Seiddab bases (in the adventure section) and shoot down Seiddab cruisers en route to the bases (arcade section). The strategic element of the game lies in choosing the route you take to achieve the overall aim.

You begin the game in a nice safe location, the Astroclone Assault Craft, in control of a Clone — you can get the 'feel' of Clone control in comfort before you begin the game itself.

On the floor is a square energy point. On the right-hand wall is an oxygen cylinder and a triangular computer console. You take off using the computer console (passing into space combat) and enter a stargate to reach the strategic phase. Move the Clone over to the console and you'll take off!

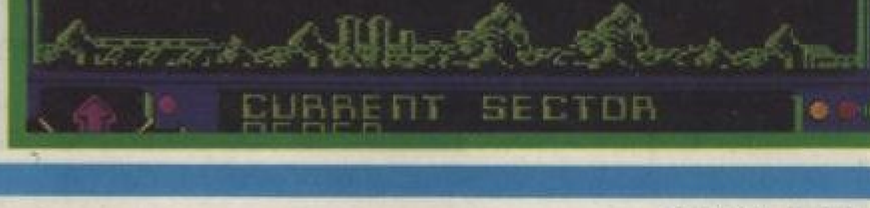
The stargate is shown as a yellow diamond at the top of the main display, but it may be off-screen sometimes. Fly your spacecraft forwards and upwards until the stargate appears and then fly over it. You're now in the...

STRATEGIC PHASE

The strategic map is the key to the overall progress of the game. It shows the location and strength of your forces and the Seiddab forces around each star sector. Sectors with your ship are coloured yellow, the current sector is white and Seiddab controlled sectors are green. In each box there may be numbers. The top number, next to a space ship symbol, shows the number of your ships in that sector. The bottom number, next to a skull, indicates the amount of Seiddab forces in that area.

Moving a ship...
You can move any number of ships during the

● **Kill, maim, shoot! The attacking bit in *Astroclone***



GAME thrills

strategic phase, except those in an Seiddab occupied sector. The message area gives prompts to help you. To move a ship, lock onto it by moving the white highlighter over the sector and press fire. The ship can be moved any number of sectors joined by stargates. Once moved into a sector with a Seiddab in it you can no longer move. To end the ship's movement unlock the highlight by pressing fire. Before the strategic phase begins the Seiddabs move and may launch more ships. You can block their movements by maintaining a majority of ships in each contested sector.

Reinforcements...
Each time you score 1,000 a new ship appears at Sol, up to 25 new ships may be awarded.

Ending the phase...
You can end the phase on a sector with both Seiddab and your ships present by placing the white highlight over it and pressing fire. Alternatively, you may wish to enter a sector with only your forces present, enabling you to locate and enter a Seiddab starbase. To do this select the sector by highlighting but do not move any ships. Press fire a second time. In either case you move into...

SPACE COMBAT PHASE

The message screen displays the number of your ships and Seiddabs in the sector. You have up, down, left and right control of your spacecraft. Fire controls your laser. If the sector contains a Seiddab starbase you'll see a small satellite that fires at you. Docking with this enables you to attack the base. However, you can't dock until all the Seiddab cruisers have been destroyed. Entering a stargate (pulsing diamond shape) returns you to the strategic phase.

Each Seiddab cruiser will be proceeded by an attack wave (lumme!). When you've blasted them all and found a satellite (if there is one) you can dock with (fnarr!) and enter...

GROUND COMBAT PHASE

Here be Seiddabs (yech!). Your Clone is shown in his two-room spaceship. In one room is the console allowing him to take off again and in the other is the teleport beam-down thing which places you in the Seiddab base. There are various modes of control, as shown on the icon display at the lower left of the screen.

Selection mode...
When fire is depressed (except in laser mode) you can select up (movement mode), right/left (arm mode), down (laser mode). The selected icon will light up until fire is released.

Movement mode...
Standard left, right, up, down to move your Clone around. Pick up objects by walking over them.

Arm mode...
This allows you to manipulate objects in your pocket. To put an object in your pocket or take another, bring the arm fully down. To drop an object lift the arm until it's fully raised. To throw an object move left or right and move the arm fully up.

Laser mode...
Up, down, left, right controls a cursor. You can fire towards the cursor until the weapon runs out. To return to movement mode place the cursor over the Clone. To return to fire mode you need only press fire again with the joystick centred.

Doors and objects...
Most doors open automatically but some need passcards or you may need to do something. The Clone can carry up to three objects in its pockets and hold another.

Clones...
Each ship can create five Clones. If one dies it loses the objects it was carrying. If a ship runs out of Clones and there is another ship in the sector then the second ship comes into use. If not, you return to the strategic phase. To return to a ship you must find a beam-up point. Objects returned to a ship are available to every ship in the fleet (handy, eh?). They're never lost unless a ship is destroyed.

OVERALL STRATEGY

The location of seven of the starbases changes every time the game is played. Occupation of the bases is vital because Seiddab forces may be launched from each base they control. To gain the upper hand you must destroy the Seiddab defences in the Space Combat phase and destroy every base in turn.

CONTROLS

Keys: **A,S,D,F,G**/up, **Z,X,C**/down, **B,N**/left, **M, SYM SHFT**/right, **H,J,K,L**/fire, **P**/pause game, **O**/continue, **Q**/quit game during strategic phase. The following options may then be selected: **O**/continue, **S**/save current position, **J**/load a saved position. Basic controls can also be achieved using a 'stick plugged into a Cursor, Kempston or Sinclair interface.



● **It's *Skull & Crossbone*'s One-eye. You can tell, he only has one eye (hence the name!)**

EXCLUSIVE PLAYABLE DEMO!

SKULL & CROSSBONES

● **Domark's swashbuckling sword-'em-up (Eh? —Ed)**

Avast there, me hearties! There be treasure in that there castle, I'll be bound! So, splice the main sail (whatever that means) and prepare yourself for a taste of pirate action in this brilliant playable demo of Tengen's whopping arcade combat game: *Skull & Crossbones*! Ha-har!

So, don your eye patch, stick a smelly old parrot on your shoulder and prepare to experience, in full, the castle level of *Skull & Crossbones*. You play either of two pirates, One Eye and Red Dog, on their voyage of discovery. And they're discovering plenty of trouble in the shape of evil opponents who'll hack our brave duo to pieces given the chance. Fight back with the range of combat moves available.

Collectable items such as treasure chests, golden goblets, sacks of coins and other priceless yum-..ies can be picked up by walking over them. Skull and crossbone symbols on the ground mark the spot where buried treasure can be dug up; stand over the spot and press fire.

The more valuables and edible items collected, the stronger you become, but fail to pick up treasure and your strength diminishes. And that's about it: swipe, stab, collect, collect, hack, hack, maim, kill. Ideal

SEA BATTLES

● **Play *Battleships* with Atlantis**

We are sailing, we are sailing, 'cross the seas, home again... But what say we stop off and sink a few enemy troops, just to break up the monotony of traversing the vast (and pretty much boring) oceans? A good idea. And here's the very game to help you do it — *Sea Battles*, a corking *Battleships* game for you to play against your Speccy!

Everyone knows how to play *Battleships*, and *Sea Battles* isn't very different at all. There's the map (which includes a coastline and an island as well as the sea) with specific coordinates for every sector. Your first job is to place your aircraft carriers, battleships, cruisers and all the other bits and bobs on the map. Having done this, the Speccy does its own planning and away you go. The first one to sink the opposition's entire fleet wins!

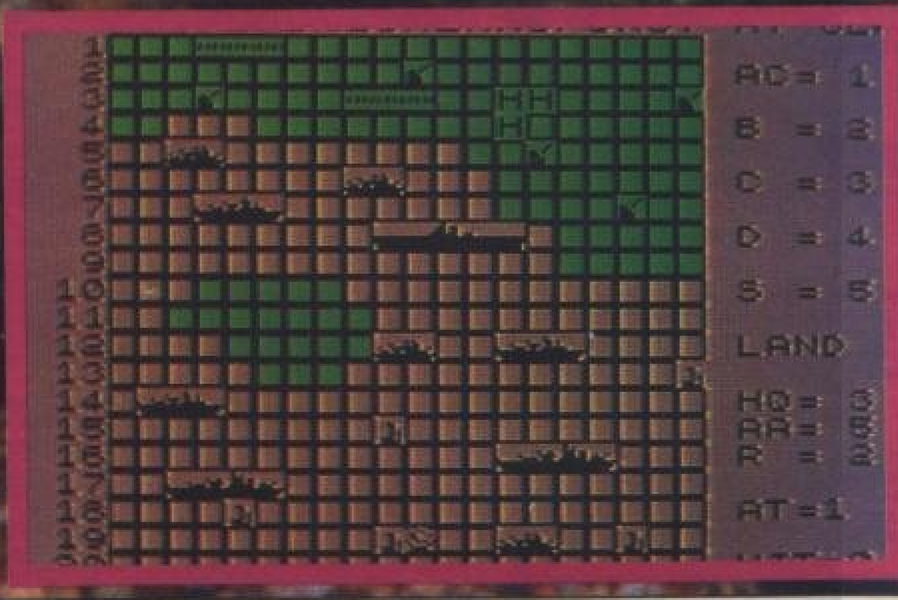
There's full playing instructions on-screen, complete with lists of all your forces, so it's just a case of loading up the game and getting on with it! Go on then, be off with you. What? Oh yes, sorry. All the controls are from the keyboard, it's simply a matter of inputting coordinates and hitting a key every so often. Breezy, eh?

TEN — *YES, TEN!!!* — NAUTICAL POP SONGS!

1 ● **Sailing**/*Rod Stewart*
2 ● **Sailing on the Seven Seas**/*OMD*
3 ● **Ship of Fools**/*Erasure*
4 ● **My love is like a ship on the ocean**/A bit from a *Boney M* song, we think
5 ● **'Mast'er and Servant**/*Depeche Mode*
6 ● **Michael Row the Boat Ashore**/*Some old crooner*
7 ● **'Bow' Down Mister**/*Jesus Loves You*
8 ● **China in your Hand**/*Carol 'Deck'er (T'pau)*
9 ● **Stormy Weather**/*Elizabeth Welsh* (Stormy weather's not very good if you're in a boat)
10 ● **Deep Deep Trouble**/*Bart Simpson* (If your boat sunk you'd go down very deep and be in a lot of trouble)

(*Sniiiip!* Stop this nonsense at once, be off with you! —Ed)

● **BLAM! There goes K19 (thank heavens the submarine's at J19, eh?)**



for a Sunday afternoon, wouldn't you say?

■ *Skull & Crossbones* from Tengen, published by Domark, is out now and costs £9.99 on cassette and £14.99 on disk, so make an appointment with your local software purveyor this instant!

CONTROLS
Swashbuckling larks can begin as soon as you know the controls, which are definable on keyboard. The game accepts joysticks as long as they're plugged into Sinclair or Kempston ports. Press **C** on the opening screen for all control options. Now, here's that all-important movement information...

Without fire pressed:
Up ● move up
Down ● move down
Left ● move left
Right ● move right
Hold fire ● turn around

With fire pressed:
Up ● defend upward
Down ● defend downward
Left ● attack left
Right ● defend
Up/left ● attack up

Two special moves are available by holding the direction and then pressing fire:
Left ● lunge
Right ● backslash

All controls are shown for when your pirate is facing left. The right/left controls reverse when facing right.

ON THE RUN

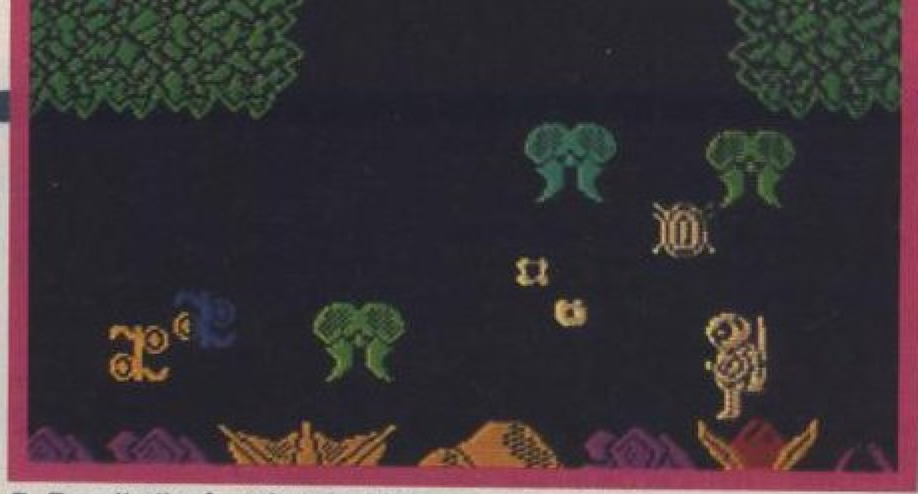
● Graphically gorgeous arcade adventure from Design Design

Ooo 'eck! It's time to scarper, like pretty sharpish, 'cos there's lots of thingies about (and none of them appear keen to 'take tea' with you). It's time to go *On the Run* in this brillo game which features (according to programmers Design Design): Sprites, mushrooms, big logo, frogs, more mushrooms, teeth, fluffy explosions, even more mushrooms, energy mushrooms, bombs, auto collection and (yes) lots and lots of mushrooms. Fungi-oriented game, wouldn't you say?

You're Rick Swift, a trouble shooter hired by the defence department for dangerous missions. And here's a deadly mission: enter a deadly area which has been affected by an accident involving chemical warfare. Strange and weird mutations of plant and animal life in the area have occured, the animals becoming deadly to the touch (told you it was deadly).

Your mission is like this: contained within the mazes are six flasks of dangerous chemicals which will become active in one hour. You've got to collect them. You're equipped with a jet-pack, enabling you to rapidly move around the mazes. However, this requires energy which depletes if you come into contact with a mutant. Spread throughout the maze are objects which may be used to your advantage, but careful examination is required so keep your peepers peeled.

CONTROLS
Nice and easy. It's all redefinable and explained on-screen. Good eh? (And that means it saves typing it all out, wearing my fingers to the bone... moan, winge, complain —Ed).



● Despite the fact that the blue and green thingies look like something bending over, they're actually mutant life forms! Shreeek!

SOCCER CUP QUIZMASTER

● It's fun! It's fab! It's a bit to do with footy!

***Soccer Cup Quizmaster* may sound like one of those really naff games shoved out by naff software house. But (but, but), it's not! Which is a blessing, really. No, instead, *Soccer Cup Quizmaster* is a fabby trivia game that had us all playing and lots of other people around the office leaning over our shoulders saying things like 'Oh, good grief, everyone knows that!' when we got one wrong. So, we munched their heads in. Pacifist society, anyone? No, we don't think so.**

The aim of the game is to progress through the rounds of the cup all the way to the final. The matches are played with two halves, ball possession and other actions are all dependent on the player answering the questions correctly.

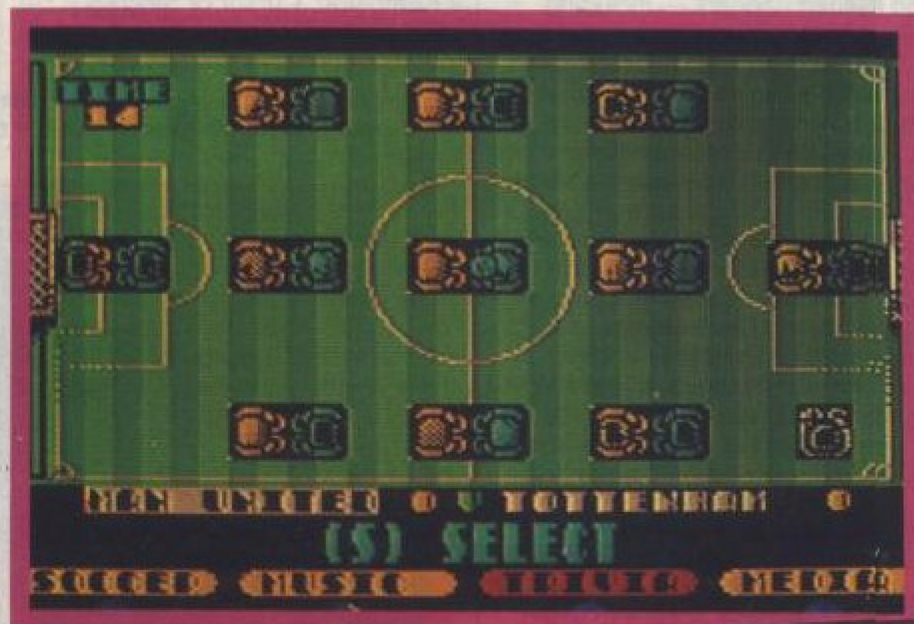
Tackling is an important aspect of the game. Press T to stop the ball over one of the two team shirts shown. If you stop it above your team's shirt, you gain possession of the ball and move onto the catagory stage. Else the opposition is free to pass.

Pressing S stops the ball under the desired category. There are questions on soccer, music, trivia and media. If the category is free, a question is asked. Select your answer within the time limit or you receive a yellow card and the category closes. If you select a closed category the opposition gain a free-kick or penalty.

Answering a question quickly and correctly results in a better shot/pass and earnings are added. As the game progresses the selection speed quickens, needing a faster response to questions, tackling and selection.

CONTROLS
It's all on-screen, really. But, basically, **T** for tackle, **S** for select, and **1**, **2** and **3** for answer selection.

● Trivia selected in the quiz section so it probably means answering a really tricky Coronation Street question. Erm...



POKEMANIA!
There are plenty of tips on tape this month! Find out what **Graham 'Turbo' Mason** has lined up for you this month in **DJ Nicko's Tips** beginning on page **25**!

DON'T FORGET! YOUR GAME COULD BE ON THE CRASH POWERTAPE!

(And earn you a bit of dosh!)

Instant fame could be yours if you've written a Speccy game that's up to Powertape **standard. Yes, were on the hunt for the best games from the creative talents of** CRASH **readers. There've been loads of excellent games that have appeared on the tape over the past few months — classics such as *Egghead 2*, *Shuriken*, *Talking Hedz*, *Solaris* and many, many more! Breaking into the glamourous world ('hem 'hem) of Speccy publishing couldn't be easier! Just send us your game on cassette or disk, with a letter explaining the gameplay, and if it passes the reviewers' tests we'll put it on the Powertape! The address is:** NEWSFIELD, CRASH POWERTAPE DEPT, LUDLOW, SHROPSHIRE SY8 1JW. **Don't forget to include the Powertape form — see page 19 of this issue — without one we won't even sniff your entry!**

GAME thrills

CORKING!
4 ABSOLUTELY BRILLIANT COMPLETE GAMES FROM Code Masters

PHANTOMAS ● DIZZY ● BMX SIMULATOR ● FRUIT MACHINE SIMULATOR

No other Speccy mag could do it — but we've got four of Code Masters best-selling titles all together in one brilliant pack! Aren't we fab? Yes! Hurrah! And it's an exclusive item. Oh yes siree, this pack won't be appearing in the shops; so, hold on to it, you've got a great collectors item (and it's a bit of a complete barg, isn't it?). Here's the action!

PHANTOMAS

● Swingorilliant arcade adventure!

Phantomas, a robot, comes from a long way off — the Andromeda galaxy. It's a very long way off. A very, very long way off indeed. So, it'd be worth his while investing in a Young Robot's Railcard for those long expensive journeys by train.

But he doesn't need one! No, not at all. Y'see, he's a scoundrel — a robot programmed to rob, plunder, pillage and dodge paying fares on the train! And now *you're* Phantomas! Incredible, we know, but true!

Your first objective is to travel to the clone-planet Earth-Gamma and find the mansion using space transporters, planes and helicopters. Once at the mansion you have to be careful to avoid traps, enemies and hidden dangers — including rolling boulders, which are lethal!

The mansion is an impregnable fortress built so that no-one could steal the treasures contained within its walls. There are three main parts: a special base with craft from different periods, the palace itself (a v. dangerous area) and the underground world where the millionaire's assets are locked up in the crypts.

How to rob the treasure (a v. important bit for prospective snatchers): You need to get hold of a strongbox hidden in the palace. To get it you have to throw 36 levers found in the labyrinth of the palace — an alarm sounds when you've achieved this. Then, there are the jewels. They're hidden in the caves in an armour-plated chamber which you can only have access to when you've solved this riddle:

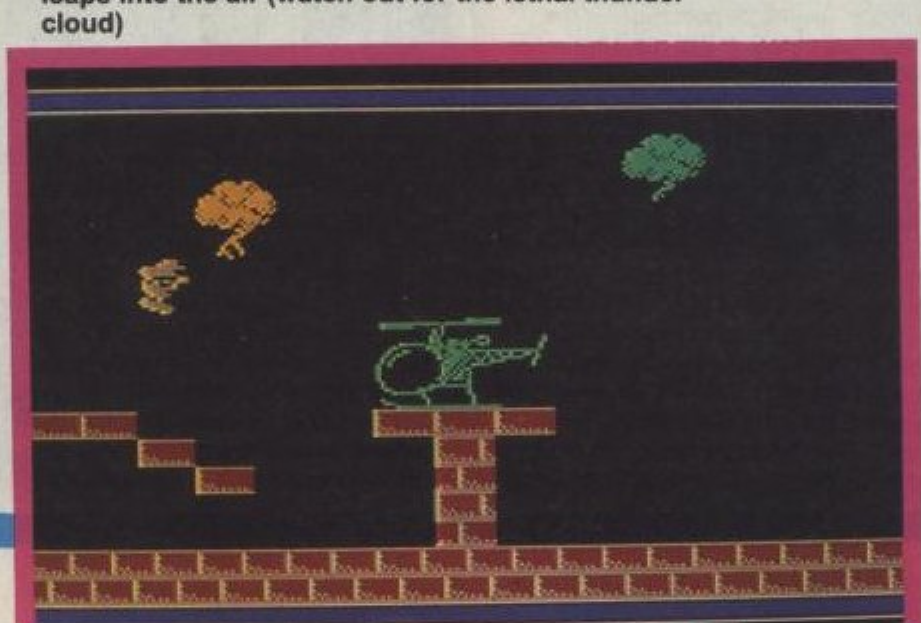
'If you wish to enter where the jewels are and you have no fear of the dark, seek the sun which blinds all eyes. Advance without rest until you reach the yellow and where the fatigue drains your strength you will receive our reply, as the tree gives its fruit without knowing who will pick it when it is ripe.'

However (ah-ha!), your difficulties do not end there. After entering the chamber the door closes behind you and the only way out is by using the clues of another riddle!

'If from the trap you want to escape, you must fight with ??? and fire, seek the hidden door and with the firing of your strength fresh air you will find.'

PHANTABULOUS CONTROLS
Snatching wares has never been simpler! Use a joystick plugged into a Kempston, Cursor or Sinclair interface. And your keyboard controls are definable (handy, eh?).

● **Phantomas, the (apparently) one-legged snatcher leaps into the air (watch out for the lethal thunder cloud)**



DIZZY

● The Speccy's most successful hero comes to CRASH!

Dizzy the egg, eh? He's a marvel of modern technology and no mistake. The Speccy's most famous character, he's starred in a total of seven — *seven!!* — games now and here's his first ever eggventure. It's an eggcellent game which'll have you wibbling with eggcitement and probably a fair bit of eggsasperation (Okay, that's far too silly. You can stop that right now. Bloomin' egg yolks, erm, jokes... —Ed).

Dizzy was eggsploring (Stoppit! —Ed) the haunted forest when he uncovered a mystifying stone slab. Brushing the dirt aside he was able to read (after a great deal of head scratching, 'cos he's a bit thick) the faint inscription, 'The Avawiffovee Potion'. 'Bit skill, this,' thought Dizzy, remembering that such a potion could rid the land of athletes foot and destroy the evil wizard, Zaks.

Zaks brought fear to Dizzy's village — he cast spells that turned people old, made people blind and caused it to pour with rain every Sunday when the cricket was on. Dizzy is determined to stop this — he'd be the hero of the yolk folk if he did!

He read the slab: Fill a potion bottle with cooked Leprechaun's wig, the cloud's silver lining, vampire Dux feather and some troll brew and throw it at Zaks to disolve his reign.

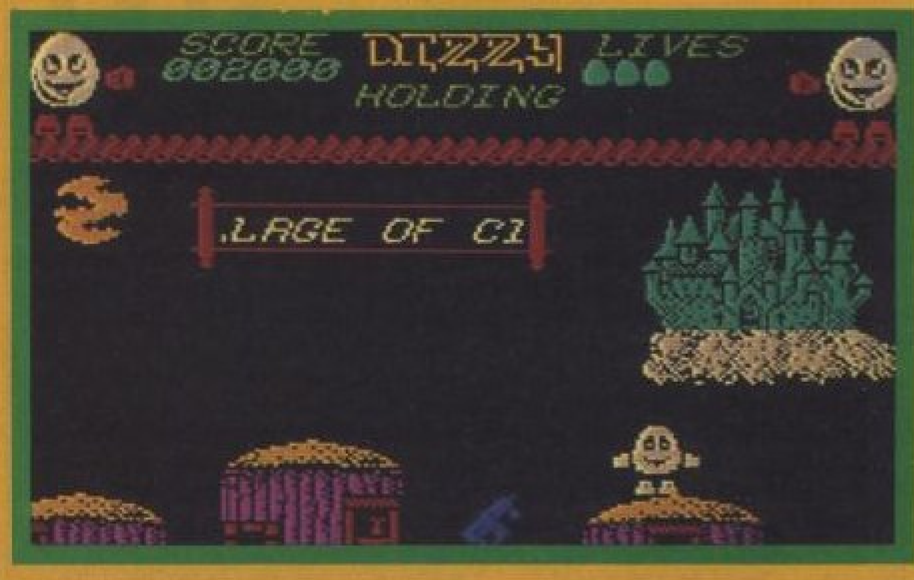
Dizzy has three lives but eggstra lives (I'm warning you... —Ed) can be collected by finding additional eggs. The bouncy mushrooms can be used to jump higher but watch out for booby traps.

To defeat the wizard you have to light a fire under the cauldron and drop the ingredients into it, then drop the empty flask into the cauldron and it'll be filled by and magically shot out. Smash the flask next to Zaks and you've nailed the bugger.

The game's packed with puzzles, and here's a hint to get you started: try greasing the old rusty minecart.

CONTROLS
On keys it's **Z**/walk left, **X**/walk right, **SPACE**/jump and **ENTER**/pick up. To play with a Kempston 'stick, press **K** to start the game. So, now you know eggsactly what you're doing (Right! That 'eggsactly' crack was the last straw! Your fired! *Booooooooot!* —Ed).

● **Get down from that hut roof, you small, rotund clot!**



BMX SIMULATOR

● The best two-player racer — ever!!

It's got amazing realism — the burns, the bumps and ramps really work! There are seven different courses, each one harder than the last. And the

best bit is two players can share the action simultaneously!!

Just leap on your bike and race — it couldn't be simpler, but you'll be amazed how skill you have to be to win! The bumps help you turn, the rough ground slows you down and the hills and different grade surfaces affect you as in real life!

But the most important thing to remember is to keep the pedal power going! And that's it (golly, what a short one — *oo no, stop it missus, don't!*)!

CONTROLS

You can select your control options at the beginning of the game — either joystick or keyboard, and that's definable. The way the controls work is like this: Fire button on/accelerate, fire button off/brake, left/rotate bike left, right/rotate bike right.

● This is a hill and you can make good use of their slanty slopes (Erm, y'mean gradients? —Ed). Take the bike about halfway up the slope (at a decent speed) and follow the curve around and you'll whizz off the other side at top speed! Just don't go crashing into an object on the other side...

● It's the finishing line! That's why it says 'finish', y'see. As a standard race goes on for a few laps you'll pass this a few times and when the race is over your bike stops here (logical, really).

● These handy road markings indicate the course you're supposed to take. So, on this one you bomb down the starting ramp, go up and around the hill, slide around and down and bomb off down the rest of the course. That is, as long as you don't get stuck at the top!



BMXING! IT'S AS EASY AS FALLING OFF A BIKE!

● Okay, here's where it all begins. It's best to hold down the pedal key even before the 'Go' announcement — you can usually get a head start on your competitor (unless they have the same idea!).

● Yeeeeeeeeeek! Loads of obstacles! Pretty nifty bike control is called for here or it's a case of 'Wheeeeeeeee, splat!' for your rider and his bike — and there isn't a Halfords for miles!

● You haven't got a rod and line so don't bother going near the lake. If your speed is too high and you come off the hill, you'll sink (and this isn't really advisable as you'll lose and be heading for dumperdom in the world of BMX).

FRUIT MACHINE SIMULATOR

● Pretend you're in Las Vegas and win monster portions of dosh!

Crack the casino and win a mint! It's true! Except you're not going anywhere near a real casino, and the mint is about as valuable as half a sucked Polo. Never mind, it's a flippin' ace game and fun for all the family. In fact, even granny can play and she'll probably thrash you 'cos old dears are very 'careful' with their stash, aren't they viewers?

● Win values

Thingies	Reel 1 and 2	All 3 reels
Cherries	20p	40p
Apples	30p	£1
GFI	30p	£1
Bells	30p	£1
Party Time Meter		£3
Melons	80p	£5

As well as the usual spin-to-win of a fruit machine there are loads of bonus games to play if you beat the Cash Bash barrier, including: Cash Box, Nudge Box, Skill Climb, Winning Streak, Holds and Mega-holds and Skill Chances. All your dosh is shown at the top of the display and each player (you can have up to four players) is limited to putting in between 40p and £1.10 per turn. It's all really simple, so all you need do is load up and play!

CONTROLS

It's all on the keyboard! **Keys for inserting coins**: **1**/10p, **2**/20p, 3/50p, **0**/£1, **R**/reject, **G**/give up (in a one-player game), **ENTER**/when you have finished. **Game control**: **SPACE**/start, gamble, **ENTER**/feature stop, collect, **1**/hold reel one, **2**/hold reel two, **3**/hold reel three, **N**/compu-nudge, **S**/stake coin, **C**/cancel. You can only see these keys when the appropriate light is flashing.

● You've got to spin it to win it — and three melons pays out a fiver! Hurrah!




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Previews

Zip, zip, zip, zip. Wassat? It's us, fast-forwarding into the future of Speccy games. Okay, let's put it on pause, take a few screenshots, takes some notes and present this month's previews!

● DOMINION

We are a Bad Lot. No, not just the CRASH lot, but everyone. The entire population of the planet is useless. Earth's a dumping ground and the human race is mucking the place up. Depressed? You should be, because according to the scenario of **Pandora**'s forthcoming title, *Dominion*, we've got one chance left to prove ourselves worthy to roam the planet.

There's a race of beings called the Chitona who rule the universe. They're perfect and only exist as forms of pure thought in the 0th Dimension. Now, obviously they can't just pop down to the planet one Wednesday morning and give us a good ticking off, so instead they send a Mentor, a life-sustaining probe, around every 35 million years or so. Last time Mentor arrived the dinosaurs were causing trouble so the thing disposed of them pretty sharpish allowing us mammals to get on with life. Now Mentor's back and us mammals have screwed the place up. It's not happy.

But, like we said, there's one chance left. The Mentor plucks an average example of the human race, which just happens to be you, and promptly dumps him in an artificial environment and watches what happens. And that's basically it. You start the game without much of a clue what you're supposed to be doing, just get on with whatever you feel like. At the end of the game Mentor assesses your actions and decides whether you should become guardian of the Earth or just blow the place to bits.

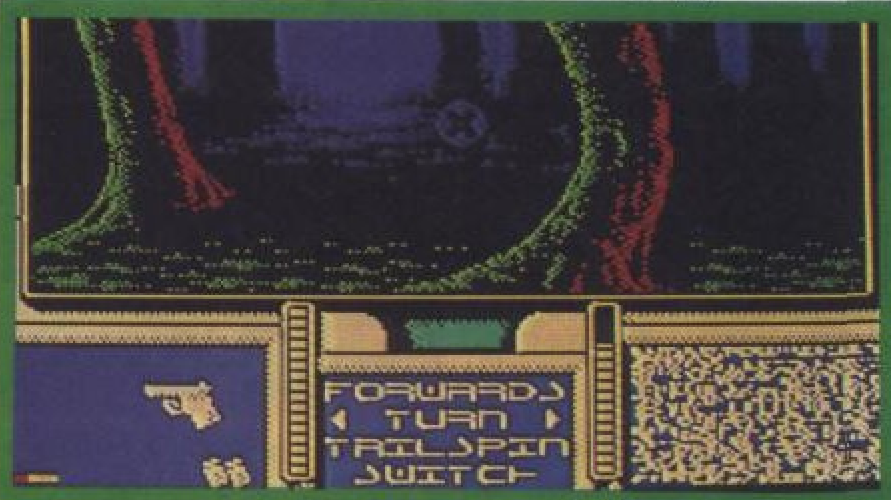
Dominion is, essentially, an arcade adventure featuring a range of interactive characters, all created by Mentor for you to investigate and deal with how you see fit. Some are mean and need disposing of and some are good and need your help.

There are plenty of puzzles in there, too. Most of them revolve around the idea of collecting objects and using them to test your intelligence but there are a few that will examine your morals. The programmers aren't saying exactly how the game should be played because it's a game of experience (a bit like life, really).

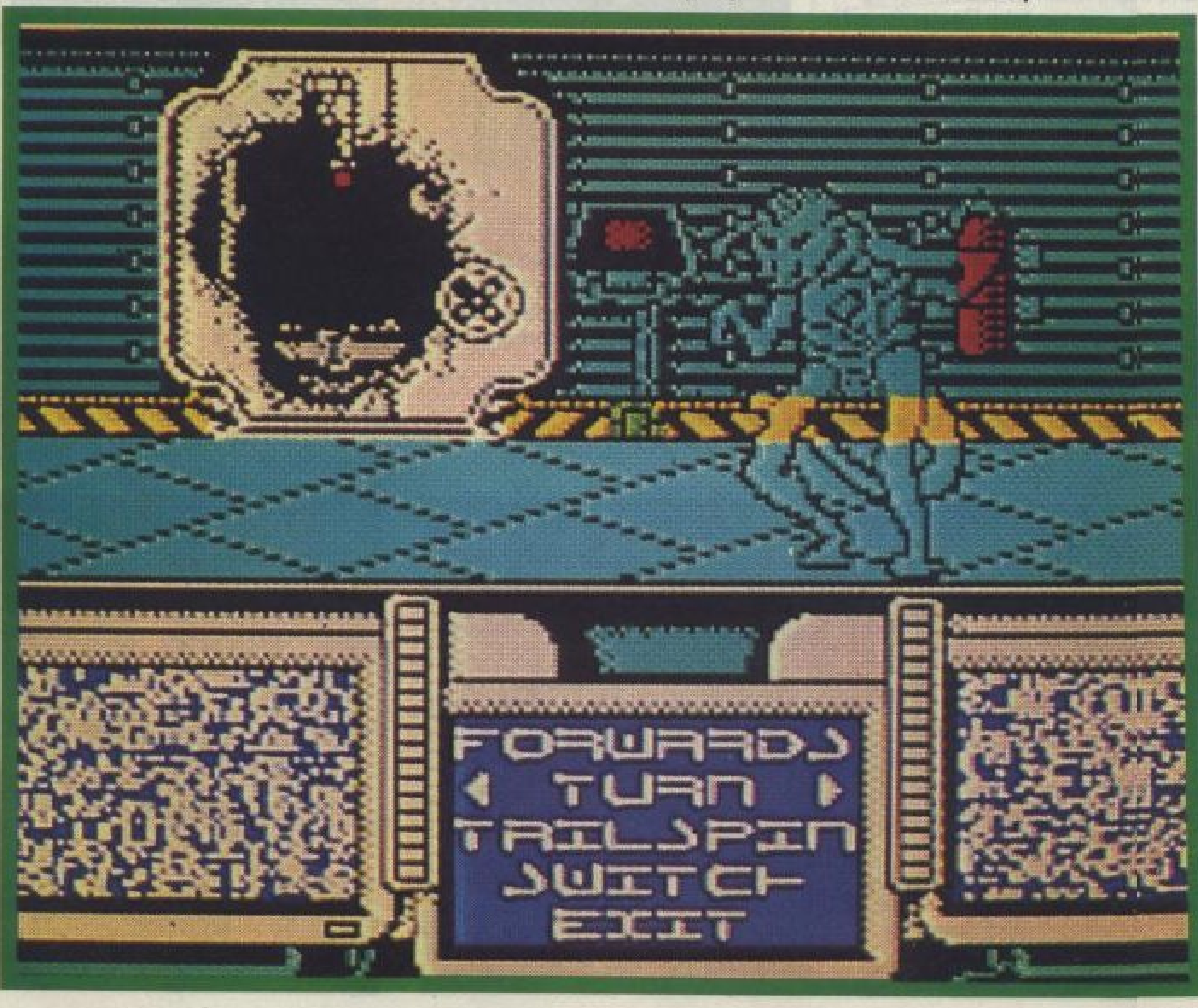
Yes, it does sound an 'interesting', and indeed, novel game, doesn't it? And if it sounds a bit too much for you, don't worry, it can be played as a shoot-'em-up (which sort of undermines the whole concept, really).

w's it looking, then? Particularly groovy. The graphics are incredibly smart, with both colour and detail in abundance and the scrolling really shifts! The screen shows a display of your view (there's hundreds of locations) and also features three windows — one's a menu window which gives you access into loads of other menus, allowing you to perform all manner of actions, and the others are object windows. Add to that a stunning sound track, one of the best we've ever heard on the Speccy, and it looks like *Dominion* will be a welcome resident in Hitsville when it arrives in a couple of months.

● **Ah, a forest. Always get lost in forests. Erm... (help!)**



● **Okay, so whaddya reckon? Shoot it or invite it in for tea? (I say blast it's brains out —Ed)**



Previews



● 'Gnashing, frashing, rashing, schnee, schnee, scheee.' Erm, that was Mutley-ese for 'The driving bit in *Wacky Races.*' Or something

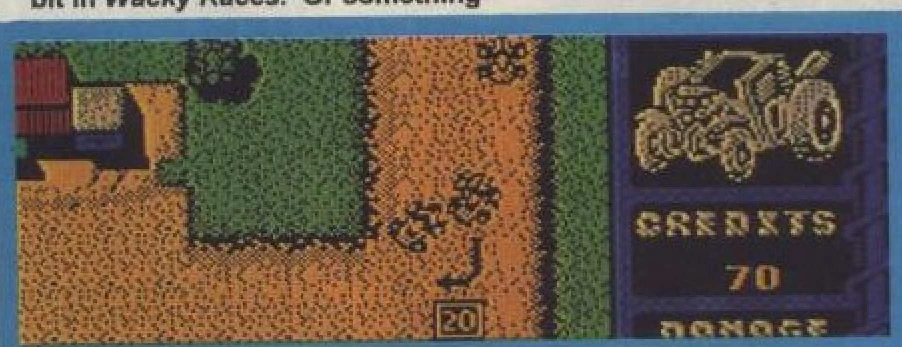
● WACKY RACES

Hi-Tec Software have had a huge run of success with their **Hanna Barbera** series of games. Indeed, it earned them the coveted title of **Best Newcomer of 1990** in the Readers' Poll. Their latest offering seems set to keep up the success rate — it's *Wacky Races*, one of Hanna Barbera's best cartoon series ever! The game's development is in the hands of **Enigma Variations**, who are promising a great game, with big, colourful graphics to recreate the feeling of the chaotic cartoon.

Wacky Races stars you as the wonderfully wicked **Dick Dastardly** (with, no doubt, a bit of 'assistance' from faithful hound **Mutley**)! The game features six different Wacky Races and your objective is to beat all the other drivers to the finish line. But, there's more to it than just straightforward driving over the scrolly landscape. Because (remember you're Dastardly) you can booby trap the course, causing hell for all the other competitors!

So, there's a bit of driving along and then, when you're far enough ahead, you can take Dastardly out of the car, explore the countryside, pick an object or two and set a trap. With a bit of clever (or should that be 'particularly vindictive') thinking, you should be able to send a racer off the edge of a cliff or create a pile-up along the course.

According to Enigma, *Wacky Races* is a big game with challenging gameplay and generally much better than your average budget game. Ah yes, say us, but then it's a quid more expensive than your average budget game.



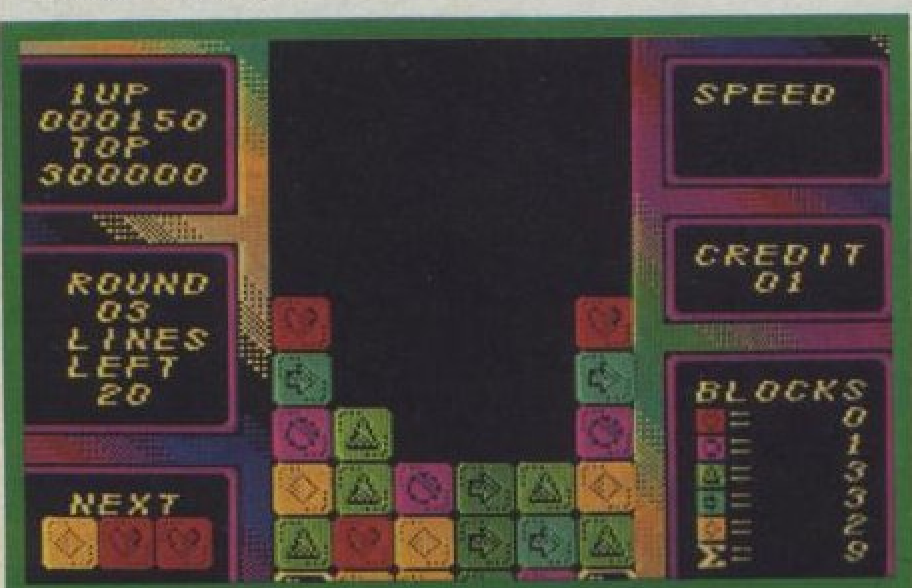
● 'Outta my way, road hog!', 'Whered'ya get your licence? Off the back of a cornflakes packet?!?!' and other such comments abound when you're a *Dirt Track Racer*

Anyway, it's looking good so far, check out the thrills and spills of **Hi-tec's** *Wacky Races* when it's released at the end of May at £3.99.

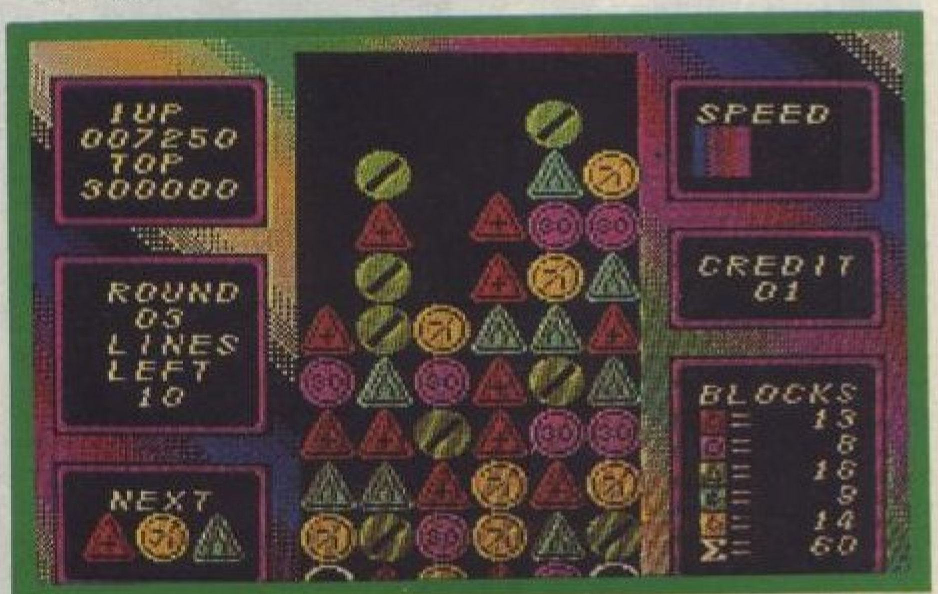
● DIRT TRACK RACER

Why are there so many driving/racing games around? Just why is everyone addicted to pushing an 'accelerate' button, a 'left' or 'right' turn button (and not very keen on using the brake key)? Could be it something to do with the fact that when we leap in our Minis etc we have to follow the Highway Code and not tear up the countryside? Yes, that's probably it. So, any chance we Spec-players get to roar off at high speeds

● Frustration's going to grab you by the throat and shout (very loudly) 'Guess who?!' when you reach level 3 in *Stack Up*



● We're bored playing *Stack Up* with just coloured tiles, so let's use road signs, shall we? (Well, it's *novel...*)



usually gets the thumbs up.

And here's a natty offering from **Zeppelin**, out soon at £2.99, that may just have you waving you thumb aloft — it's *Dirt Track Racer*, a viewed-from-overhead, scrollarama, erm, dirt track racing game (hence the title!).

Let's go through the old racing game checklist, shall we? Okay, cars. Yup, plenty of them — you're driving an All Terrain Vehicle (ATV), you're racing in a championship and need to finish in a decent position to progress (thankfully, you always begin a race in pole position).

Next, tracks. Well, not bad — five different courses (very big and twisty-turny) with varied terrain. The courses are: village, forest, quarry, cross-country and village at night.

Now, add-ons. On the courses are points icons which can be collected, the higher the points value the better a driver you have to be to manoeuvre your ATV to collect 'em. At the end of a track you can use the points to 'buy' things like fuel, repairs, new tyres, turbo charger and loads of things.

And finally, is it any good? Can't say yet, 'cos this is a preview and we don't judge games until they're finished. (But here's a clue: it's simple, it's fun and it's been played most of the morning!)

● STACK UP

We'd like to take a look at two cases... 'Hello, I'm an Amiga and a decent puzzle game on me like *Tetris* or *Puzznic* costs £25 each. Okay? Next! 'Hello, I'm a Speccy and a game that combines the brilliance of both *Tetris* and *Puzznic* (and has its own subtle blend of flavouring) costs just £2.99!' Which one would be your choice? The Speccy one, of course! So, for all puzzle fanatics, **Zeppelin**'s coming-along-any-moment-now game, *Stack Up*, should be right smart.

What happens is this: blocks of three tiles fall down the screen into the *Stack Up* frame. The aim of the game is to stack them so they form horizontal, vertical or diagonal lines of three (or more) tiles of the same colour. When you've got a line of three or more they disintegrate, and so play continues until you've cleared a set number of lines or stacked up the frame so much no more blocks appear (ie, game over).

As you progress through the 22 rounds things start getting a tad complicated, with added hazzards like blocks randomly appearing, only diagonal lines counting, frames start with blocks already positioned, and black blocks which don't disintegrate.

Anyway, you can never tell how good a puzzle game is until you've played it, but we've played it and it's humongously addictive, very colourful and it's not even finished! Roll on review copy, next month!

COMPO WINNERS!

A Glittering Skip Special! JETMAN COMPO WINNERS

They were brill, they were fab — the entries to Storm's ***Jetman*** **compo in Issue 86 were a hoot! Up for grabs was a** Nintendo **set with a copy of the Nintendo *Solar Jetman* game and for ten lucky runners-up were copies of** Storm's ***Saint Dragon*** **on Speccy or a Nintendo Solar Jetman cartridge. All you had to do was to design a new friend or foe for Jetman to mince about in space with and there were some corkers! The whole CRASH team were involved in judging but the final say went to Jetman's comic strip creator** John Richardson. **John was bowled over with the standard of creativity but obviously thought you lot are the pottiest bunch of magazine readers ever and, as he said, '...some of them shouldn't have been allowed near anything as pointy as a pencil!' Here's what the 11 winners came up with...**

● The winner! **Paul Stevenson** from Peterhead, Aberdeenshire, created an entire Jetman strip starring his monster — the automated mother-in-law! Extremely well drawn and very, very funny. Turn to the Jetman strip this month and you can see John's adaptation of her into this month's story! Hurrah!





● **Stuart Sell** from Ely, Cardiff designed two new characters: Bovverblade (Jetman's long lost twin brother, he was sent to another universe at an early age for causing too much bovver) and Eyespy (Jetman's friend who always sticks his nose in where it's not wanted, but knows when to hop it — just as well, he's only got only leg!!).



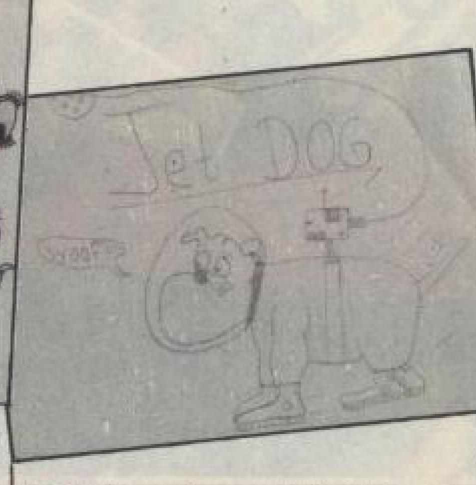
● We liked this one a lot: **Laurence Jenkins** from Bristol came up with War Thung (real name Timothy) and his drawing is spot on for Jetman's humour. Loved the message on laser cannon 'Yoo've been nawtee!!!' Excellent...



● **Ian Kirk** from Bewdley created Plunder Ant, a creature who evolved in Jetman's washing machine after a particularly heavy Y-front washing session. Bleurgh, eh?



● **Ciaran McMullan**'s Slimeball creation is, apparently, a very annoying alien. When he gets bored he takes slime from his body and chucks it around the place. A head-to-head with Cleanbot may be in order, eh?



● Here's a good one — simple but it works well — Jet Dog from **Shaun Aggestt** who hails from Brixham in Devon. Jet Dog's favorite food is Jetman's trousers and least favorite is Jetty's socks (air freshness most definitely not, ahoy!).



● Only one person came up with a really clever notion for a girlfriend for Jetman and that was **Gregg Ellis** from Sketty, Swansea. Here's Jetty Boo (just doing the do, no doubt —Ed).



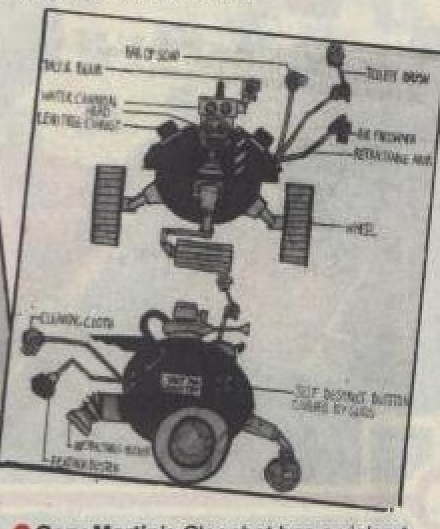
● Created by **David Cook** from Newcastle-upon-Tyne is Souperman who imagines he can take over the universe with his soup guns. The clot. Souperman comes from the planet Souperior, he's very souperstitious, has soupersonic speed and believes in the soupernatural. An act for Novelty Island, perhaps?



● Part robot, part dustbin: all refuse collector! It's Dustbin Man from **Kevin Outlaw** from Malmesbury, Wiltshire!



● A colourful creation and no mistake! **Daniel O'Neill** from Liverpool came up with Globo, a baby Bobulate, who eats Tetley Tea Men (those irritating flat-capped spack-heads from the adverts)!



● **Gary Martin**'s Cleanbot has a violemt attitude towards mess, once he locateis the source of untidiness (usually Jetman) lhe eliminates it. Great idea, but it means Jetman wouldn't last very long...



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Amiga Screenshots
DOMARK

Win lots of Gauntlet goodies!





- WIN A SUPER SEGA CONSOLE!
- WIN *GAUNTLET* ON THE SEGA!
- WIN SPECCY *GAUNTLETS* AND POSTERS TOO!

Does it bother you that Madonna has little truck with sensible clothes? Does it bother you that Bart Simpson's singles actually manage to chart? Does it bother you that Ethel isn't in EastEnders as much as she used to be? And does it bother you that the island of Capra has been invaded by a host of demonic creatures? Well, it ruddy well should! It's chaos! Ogres, spooks, trolls, grunts and other such snatch-finks are swarming over the land causing terror wherever they tread (due to their incredibly smelly feet).

BUT (BUT! *BUT!*)

Now here's your chance to put the island of Capra to rights and generally save the world from a fate worse than death. Well, actually, it has to be a fate worth than death because Death is scurrying around the island himself! It's all more than anyone can stand, so it's time to throw down the gauntlet and get into the CRASH Smash that is *Gauntlet 3 — The Final Quest*!

***Gauntlet 3* lets you play any of the four original *Gauntlet* stars (Wizard, Elf, Valkyrie, Barbarian) or any of the new set of heroes who are offering to lend a hand (Lizardman, Rockman, Merman, Iceman), as you set off into the scrolly 3D world of Capra.**

Yup, US Gold's latest smasher is pretty much the bee's knees in arcade adventures on the Speccy and to celebrate its trip to corkerdom here's a top prize compo with a stack of *Gauntlet* goodies up for grabs.

The first prize on offer from US Gold is a brilliant Sega Master System console and — yes! — it comes complete with the original *Gauntlet* game on cartridge. Plug it all in and it's like having a *Gauntlet* coin-op in your front room (it's that good!)! Groovy, huh? Also chucked in with the prize is a copy of the the original Speccy *Gauntlet* and a *Gauntlet 3* poster so you can redecorate your room (well, a bit of it anyway). For 20 — *20!!* — runners-up there are copies of the original Speccy *Gauntlet* and a *Gauntlet 3* poster. It's fab, isn't it?

CRASH COMP win! win!

THE HOW TO WIN BIT

To be in with a chance of winning one of the fab prizes there's a wordsearch to puzzle over. There are only eight words to find but because we're feeling in a particularly bad mood today (because the Speccy +2's just blown up) we're not going to tell you what they are.

Well, we'll sort of tell you. The eight words you're looking for are the names of the eight characters you can control in *Gauntlet 3*. Not Wizard, Valkyrie etc, but their real names. Okay, we'll give you one to start you off: Merlin the Wizard, so the word your searching for is Merlin. Got that? If you don't know the rest, check out the review from Issue 87 — they're all in there.

Ring each one, or as many as you can find, fill in the coupon, and send it to: NEWSFIELD, GROOVIN' WITH GAUNTLET COMPO, CRASH, LUDLOW, SHROPSHIRE SY8 1JW. And if the postie hasn't brought your entry here by June 20, there'll be no chance of you *Gauntlet*ting around the place, 'cos that's the closing date. Byeeeee!

THAT WORDSEARCH IN FULL:

L	M	O	R	M	S	L	A	O	D	B
L	S	E	O	Q	I	R	C	B	I	L
R	E	I	S	T	M	E	R	L	I	N
O	K	T	L	R	R	E	T	I	P	Z
T	L	N	E	O	T	U	N	Z	E	Z
S	I	E	A	H	C	S	P	Z	T	U
A	N	P	E	T	R	A	S	A	R	T
R	T	T	S	Z	Q	O	R	R	R	E
Y	O	U	Z	Z	A	Y	D	D	A	N
H	R	N	Z	I	H	B	L	I	Z	Z
Q	U	E	S	T	O	R	Z	I	L	B

Name..

Address..

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LIVE CIRCUIT

Right! Enor (the office mouse, now promoted to 'faithful sidekick') and I are getting a bit peeved. Begging letters just don't get a look-in when it comes to handing out the £40 software voucher. So stop it. I don't care whether a strong magnetic field has just passed over your house causing all your games tapes to be wiped clean, I don't care if your dog has munched all your tapes leaving you no games to play. You may think that under this cold, vicious exterior lies a heart of gold. Well, there isn't. I'm cold and vicious deep down, too. Begging letters are shown the quickest way to trashcanland — you have been warned! Oh, and another thing, some of your handwriting really needs smartening up. Some scrawls look like a couple of spiders have been for a swim in an inkwell and then attempted to perform a Shropshire Four-set square dance over the page. Anyway, I'll just have a quick brew and calm down before I begin sifting though this month's missives (which have mostly been good reading). Letters on all thing Spec-like to: NEWSFIELD, LLOYD MANGRAM'S FORUM, CRASH, LUDLOW, SHROPSHIRE SY8 1JW. There's a £40 software voucher for the best every month!

WAR-CRAZED KIDS?

Dear Lloyd
Last week I was listening to my local radio station. There was a report about computer war games like *SWIV*, *Navy SEALS*, *Line of Fire*, and *UN Squadron* which made me very annoyed. The people being interviewed were mainly from the older generation who fought during World War II, and I have great respect for what they did and what they went through. But myself, my friends, and my family disagree with what was said. They said that computer games glorify war and that they're turning us into a generation of war-crazed kids.

Us younger generation are open to war and violence by everyday life such as newspapers, television and radio. During the Gulf War nearly every page in newspapers was covered in death and destruction and on the TV, from morning until night, we saw actual war combat such as air raids, tank battles, the carnage of the Baghdad bombshelter, dead Iraqi soldiers, and much, much more. After all that, what harm are a few computer games going to do us? They are only GAMES. And nobody dies from playing computer games (even if the prices are enough to give you a heart attack!).

On the lighter side of things, about the office mouse. I have a 101% way of getting rid of it: you'll need a Jason Donovan cassette and several pairs of ear plugs. Jason's singing is enough to clear any room. Oh, by the way, the ear plugs are for you and all the other hard-working people in the CRASH office.

I hope this letter isn't too political for you to print — even us so-called youngsters have views on these subjects.

Carl Welch (aged 14 and proud of being British), Hastings, East Sussex

Good letter, Carl. Of course youngsters have views on important subjects, that's why I'm here, for a start. Don't you think it would have made a better report on the radio if the producers had interviewed



games players, or at least the software houses to express their views? If the rest of you have any opinions on the subject of the influence of violent games, drop me a line, I'd be interested to hear your views. But for now, Carl grabs the loot in the form of a £40 software voucher!
LM

NO SHOPS SHOCK!

Hello, are you there Lloyd? When I bought **CRASH** Issue 87 I was over the moon to see the new free games. I tore off the tape, ran upstairs and played the games — they were brill. Then I read the mag: even better than the tape, jam-packed full of details on new games. The one thing that spoiled it was that we don't have any shops that sell any full price games or new games like *RoboCop 2*, *NARC*, and *Navy SEALS*. Please help, it's murder playing with the same old games (hint hint).
Craig Tucker, Newport, Shropshire

Ah, you blaggard, you're just after the £40 software prize, aren't you? Well, you're not having it because I've already given it away. But, don't despair, Craig, remember you can do your shopping with CRASH, through our mail order pages. You can order any game that's currently available and, with our discount scheme, you'll save a bit of money, too! Can't be bad.
LM

FLIPPIN' GREAT!

Dear Lloyd
Three cheers for the Sinclair Spectrum. I haven't written to complain about the Spectrum, I've written to compliment it. I think the Spectrum +2 and +2As are excellent value for money. The graphics are very good considering there is only a 128K memory. There is a wider and more varied selection of games available to the Spectrum than many other computers.

I've owned a +2A for nearly two years and have built up a good collection of games. Another good point is that Spectrum games are reasonably priced compared to what a game might cost for an Amiga. So, to anybody who is thinking about getting a computer, get a Spectrum +2A or +2. The Spectrum also has the best computer magazine to go with it, yes, CRASH.

I'm thinking about getting a printer for my computer. I am told an Amstrad DMP 2000 would be compatible. Please could you tell me how much one would cost and where I could get one.
Christopher Durn (age 14), Romsey, Hampshire.

PLAYABILITY COUNTS!

Dear Lloyd
I am a 128K Speccy owner and a reader of CRASH. Most of my friends say graphics are the thing that count on a computer but I say to them it's playability that counts. They think computers were made for graphics!?! I have a few friends who own 48k Spectrums and they are really disappointed that the great releases like *Total Recall* and *RoboCop 2* did not come on their Spectrum, so I think the software houses should spare a thought for the 48K owners.

Anyway, 1991 seems to be a good year for the Spectrum with the release of *Shadow Dancer*, *Turrican 2*, *Predator 2* etc... Also I'm glad that Ocean and US Gold have seen sense and produced puzzle games like *Chip's Challenge* and the brilliant *Puzznic*. Let's hope there are no more boring soccer games.
Jonathan O'Connor, London

Right, in order...
1 ● Of course it's the playability that counts in games — what's the point of having a game that

SOFTWARE

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BARBARIAN		2.99
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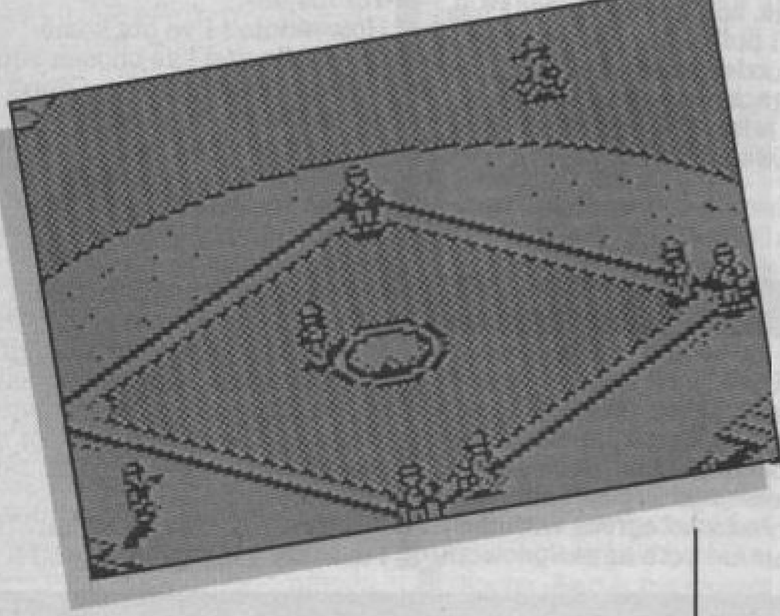
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looks amazing but plays like a wet haddock? Absolutely none at all. I reckon the best thing you can do is get a wet haddock and give your friends a good slap with it.
2 ● Yes, it is a shame that 48K owners had to miss out on playing *Robo 2* and *Total Recall*. But, I've said it before (and you'll no doubt say it again —Ed), if a complex game can only be programmed successfully on a 128K machine, there's very little point in stripping bits of the gameplay away to cram it into 48K, because it'd probably end up being disappointing. Though, now I've said that, I bet some smart-alec software house is going to prove me wrong. Pih!
3 ● Yes, on the whole, 1991 has been a pretty groovy year so far.
4 ● Puzzle games are making a comeback, expect to see a few more before the end of the year. Likewise for soccer games. Sorry.
LM

SPECCYS ARE FAB

Dear Lloyd
Please could you tell my friends how good a Spectrum +2 is, they are boasting about their Nintendos and Segas. I only have one friend who agrees with me because we both have Spectrum +2s. My friend reckons Spectrum graphics are no good at all. What do you think.
Robert Finlayson (age 9), Rosyth, Fife

It's true! Speccy graphics are completely wonderful. Think of all the different styles in which Speccy graphics have been used: cartoon, solid 3D simulations, fast vector graphics, digitised and scrolling all over the shop! I think a good clout with the wet haddock is in order for your friends, don't you?
LM

"HOWYADOIN"????

Yo! Lloyd
Howyadoin'! I've got some questions and I've chosen you to answer them and if you don't I'll get my best pal Arnold Schwarzenegger on to you like a flash! So on to the questions!
1. One of my favourite games is *Exolon*, how many % did you give it?
2. Is there a cheat for *Exolon*? (My mate says there is one, that you write a word into the high score chart and bingo, you have infinite lifes! Only he's forgotten the word! Do you know it, or can you find it out? It would be safe if you could!)
3. When will *Dizzy 5* be out? (As I'm Dizzy's biggest fan, and it would be dead cool to know!) And will there be a *Dizzy 6*? So, thanks and over and out to you Earth people!
Luke Palmer (age 12), Bristol, Avon

Erm... Yo, Luke. I'madoin' rather pleasantly, thank you for asking. Your questions, sir...
1 ● *Exolon? Ooo, we gave it lots of %. 90 of the things. Yup, 90% in Issue 43, waaay back in 1987.*
2 ● The cheat's nothing to do with the high score table. This is how you get infy lives in *Exolon*: go into redefine keys mode and type ZOBRA. Then hit your brainless chum with a wet haddock (busy month for haddock slapping, isn't it?).
3 l There's no official word on *Dizzy 5*, except that it is happening and will, of course, be 'absolutely brilliant'. There's bound to be a *Dizzy 6* but as to when is anyone's guess.
LM

AN ABONNEE?!?

Dear Sirs
I have a problem. When I got my Spectrum I did not have any games. So I went to the shop and found CRASH. But, later I could not find your magazine anymore. Could you please let me know how to become an abonnee? How much it costs?
M Kulesinski, Belgium

Abonnee? Haven't a clue what an abonnee is, let alone know how to become one. If you're talking about becoming a subscriber then all you need do is fill out the subs form and send us your money (currently £24 for European subbers) and we'll post CRASH to you every month (and give you a free game into the bargain!).
LM

OH, DEARY ME...

Dear Lloyd,
Just one thing: What game do Teenage Mutant Ninja amphibians like playing with springs? Dunno? Give up? It's *Turtle Recoil*!!! Har, har! (*Total Recall*, gettit?!).
Steven Donnerly, Clapton, London

Oh dear, somebody isn't at home to Mr Humourous, are they Steven? Here, have a wet haddock, y'clot. *Slap!* Can anyone do better? If so, send in your miserable 'jokes' to me at the usual address, marking your envelope Wet Haddock (just to confuse the postie).

HI-FIRE!

Send us your scores and proclaim your utter brilliance to the entire Speccy universe, who'll promptly turn green with envy! Especially if you win the monthly prize of a software voucher worth a fabulous £40! Hurrah! And don't forget to send a photo of yourself, if possible. We'll be making more use of your photos in a couple of issues when welaunch the Hi-Fire House of Horrors. What is it? Well, you'll have to wait and see — but do send your photo (and don't forget your name and address)! Scores to: NEWSFIELD, HI-FIRE, CRASH, LUDLOW, SHROPSHIRE SY8 1JW.

KWIK SNAX
80,000 Steven Mould, Milton Keynes
77,900 Darren Thomas, Seven Sisters
69,709 John Dorling, Suffolk
60,572 Richard Morris, Broseley
59,828 Anthony Scobie, Gloucestershire

FANTASY WORLD DIZZY
30 Coins Darren Thomas, Seven Sisters

ROBOCOP
1,567,800 James Wright, Bransholme

ROBOCOP 2
21,357,500 Daniel Miller, Whitchurch
13,718,400 Micael Helder, Portugal
13,562,555 Richard Morris, Broseley

TEENAGE MUTANT HERO TURTLES
382,420 Max Burton, Glasgow
88,250 Jonathan Owen, Crewe
64,340 Tony Ellwood, Cumbria
56,870 Steven Wamtall, Deal

DOUBLE DRAGON II
310,650 Steven Wamtall, Deal

RAINBOW ISLANDS
3,131,876 Tom Morgan, Altringham, Cheshire
1,357,340 Simon Johnson, Tyne & Wear

R-TYPE
148,200 Kevin Townsend, West Worthing

MAGICLAND DIZZY
30 Diamonds, Jonathan Owen, Crewe

TARGET RENEGADE
310,800 Alan Daniels, Ayrshire

SOLARIS
3,500,000 Raymond Black, Birmingham



'Phwoooooar! Oooo, yes please!' hollered the girls in the CRASH office when they saw **Max Burton**'s photie. Girls, you'll just have to calm down and wait a couple of years — the poor chap's only 13! No girls, you can't have 'em when they're 'young and tender' (that's sweetcorn, you bunch of clots!). Sorry about this, Max. Here, have a £40 software voucher.

HELP!

Hayip! Hayip! It's the wulf! Except it's nothing of the sort. It's only Richard Lane **from Solihull, West Midlands with this useful bit of *help!* for *Night Shift* owners. What's afoot, Rich?** 'I just thought that I'd write in to help out anyone who has a 128K computer and the cassette version of *Night Shift*. On loading it in 128K mode, I found that the block of code after the screen did not want to load in. Assuming that it was faulty, I rewound the tape and tried loading it in 48K mode just to check. It worked! When I came to load it again it still didn't work in 128K mode. But then I found out that if you leave the tape running, or fast forward it to the next block of code (after the block of code after the picture), a 128K version loads in. I hope this helps anyone out who may have been worried that their version was faulty, like I did at first. The 128K version does away with all the awful multi-load stuff and has sound effects and music.' **Ta very much. If you can offer *help!* or need some *help!* yourself, just drop me a line at the usual address, marking your envelope Help!**

LIVE CIRCUIT

SECRET GAMES BUSTED!

● It's happening! What is? Oooo, everything!! The Speccy games world burst into action recently at the annual European Computer Entertainment Show with a host of new announcements being made. If the software houses keep their promises we're in for a rollicking good time for the rest of the year! Check it out...

US Gold have loads of stuff lined up, including coin-op conversions of *Final Fight*, *Mega Twins*, *G-Loc* (now that should be an interesting one to see on the Speccy!) and *Bonanza Bros*. There's also an adaptation of the **Godfather 3** film, a great **Indiana Jones** game called *Fate of Atlantis* (but there's no film, sadly), and *Out Run Europa* (finally!). Plenty more games still to be revealed, so stay tuned!

Ocean have grabbed the biggest licence of the year by snapping up the rights to **The Simpsons** — don't have a cow until December, though. Also in the pipeline is *Toki* (shouldn't be long), *Wild Wheels*

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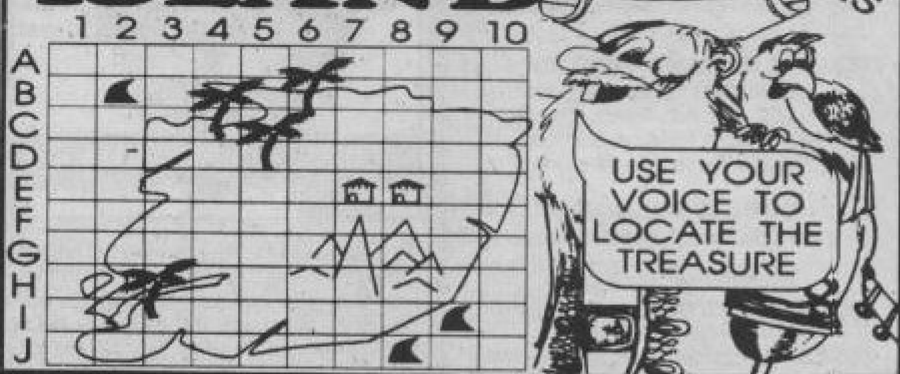
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VERSION 3 at £10.99. VERSION 4 at £11.99. - state which!

SAMDISK A 1st Class disk utility - will copy many files in one go - V. fast. Erase, Protect, Unerase, Repair Tracks. Disk Catalogue, Special Format, and Verify. Auto Detects 256/512K, +1/2 drives. Uses own code - No DOS - **£10.99.**

SAM ASSEMBLER3 Contains upgrades assembler, plus a disassembler and a monitor/single step program to debug M/code - 1st rate full screen editing, 64 column, scratch/help page, multiple source files - 256 + 512K versions included. HEX/DEC/BIN Dumps, list to labels, printer etc. **£10.99.**

MONEY BACK GUARANTEE

SAM TOOLKIT Includes Sam assembler 3 plus a reverse assembler - makes a source file from M/Code, plus a guide for writing code on a Sam using its memory pages, Rom/Ram + examples - **£14.50.**

SAM ADDRESS/PHONE MANAGER Save addresses of friends or customers. Prints labels, M/code search, amend (to disk), 5000 addresses per disk. Alphabetic sort. Can input cash + product code. In phone mode, can list names, phone numbers, etc. Unsecured! - **£8.50.**

SPECTRUM

TAPE UTILITY D - Tape to tape backup of most Spectrum programs - converts many for reliable loading! Unsecured **£8.50**

TRANSPACK2 - Unsecured + copies to disk. For tape to disk transfer - manages 1000s of programs including clicky + fire*, + countdown loaders - not for novice. **£11.99.** Information books 1,2,3 **£2.50** each - gives details of 100s of transfers that TP2 can't do automatically.

Z80 TOOLKIT2 - "Brilliant package" - YS 7/88. Unrivalled M/Code package similar to SAM Toolkit. A must for all! **£8.99.**

PLUS3MATE and **MICROMATE** - similar to SAMDISK but for +3 and M/Drive respectively. Will also clone , copy files +3 disks/cartridges. Includes Sector Editor + much more!! **PLUS3MATE £12.99** on disk, **MICROMATE £11.99** on cartridge.

UK POST FREE +£1 EUROPE, +£2 REST. SAE FOR DETAILS. HIGH QUALITY DISKS: +3" DISKS £2.20 EACH, 3.5" DISKS 70P EACH - ALL MIN OF 4 POST FREE. WE SELL SAM HARDWARE - DRIVES, INTERFACES ETC. UPDATE SERVICE.

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(which is, apparently, football played by competitors driving bumper cars), *Smash TV*, *Darkman* (from the spook-like film), *Terminator 2* (from the bash-like film yet to be seen in the UK) and Bruce Willis's latest film, ***Hudson Hawk***, gets the Ocean coding treatment for release in the autumn.

Hi-Tec have signed up with **Warner Bros** to produce a stack of mega-games based on the **Loony Toons** characters. Prepare to be dazzled with games starring **Bugs Bunny**, **Daffy Duck**, **Elmer Fudd**, **Sylvester** and **Tweetie Pie** (did you see a puddy tat?)

Gremlin announced plans for two new labels. There's the budget priced label, called **GBH**, and the first couple of releases are *Footballer of the Year 2* and *Impossamole*. An educational software label called **First Class** launches with a game aimed at four to six-year-olds based around **The Shoe People**.

Imageworks get to grips with the slimey quartet of half-shelled heroes once again this Christmas with the release of *Turtles 2 — The Arcade Game*, taken from the **Konami** coin-op. Cowabunga all over again, anyone? Also, **Jaleco**'s coin-op *Cisco Heat* gets the conversion treatment for a release late this year. It's a turbo-charged race through the hilly streets of San Francisco in a police car and promises fab 3D graphics and the most realistic handling on a computer screen. Well, that's what they say...

Krisalis have another sporting effort in the shape of *Manchester United Europe*, a sequel to their best-selling *Manchester Utd* title. The game takes the club into the European Cup arena with all-new in-game features and includes a management and arcade action sections.

Mindscape have signed with the environmentally sound superhero **Captain Planet** for a Speccy game appearing around September. And they're dead chuffed with their licence to convert **Atari**'s *Paperboy 2*. The original *Paperboy* is one of the best-selling Speccy games of al time, so **Mindscape** are hoping for a repeat performance which'll earn them plenty of dosh.

Domark, who have always been a few plums short of a pudding, revealed their Christmas list which includes conversions of the **Atari** coin-ops *Pitfighter* (an action-packed wrestling game), *Rampart* and the sequel to *Hard Drivin'*: *Race Drivin'*. Also in the **Domark** pipeline is **Taito**'s *Super Space Invaders* and should be making an appearance around September. Like Domark say ,'Space Invaders was a phenomenon in the 1970s...' Unspeakably flappy flares, ahoy!

● **Keep up with the action with CRASH, why don't you!**

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.................................Postcode.................

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COMPETITION RULES: The editor's decision is final in all matters relating to adjudication and we offer prizes in good faith, believing them to be available; if something untoward happens we reserve the right to substitute prizes of comparable value. We'll do our very best to despatch prizes as soon as possible after the published closing date. Winners names will appear in a later issue of CRASH. No correspondence can be entered into regarding the competitions (unless we've written to you stating you have won a prize and it doesn't turn up, in which case drop us a line). No person who is related, no matter how remotely, to anyone who works for either Newsfield or any of the companies offering prizes, may enter one of our competitions.

Cover design and illustration by Oliver Frey

ABC
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The SAM Page



● Ooo, nasty. Lots of blood, gore and mutilation of cute 'Creatures'!

Welcome to the SAM Page, CRASH's monthly update on the fun and frolics that SAMmy Fox has been up to. This month she visits the hairdressers for a quick trim and her new single reaches the coveted number 143 slot in the charts (Sorry viewers, NICK ROBERTS has forgotten his pills again —Ed).

SAM SINGS THE BLUES

Blue Alpha Electronics have finally finished the **SAM Sound Sampler** (three cheers!). It comes in a normal SAM interface box with two quarter-inch jack sockets on the top, one for audio in and one audio out. You get a disk with the essential software on it and a groovy blue microphone all for £49.95.

The big question obviously is: 'Is it any good?'. Well, it's *okay*.... Here's why. Using the microphone, you can sample any sounds going on around you (or yourself singing 'Ba ba black sheep', or whatever) with reasonable success. The quality of the samples is definitely better than the Spectrum samplers I've used but not as good as those on 16-bit machines. I had more success sampling sounds from a hi-fi. You can control the input volume better and as a result get a better quality sample.

Once you've sampled your sounds, there are various things you can do to them. They can be played at normal, slow or fast speeds, or reversed so they play backwards. That's where the editing facilities stop, though. Many more features should have been included. Things like echo, fade and the option to change the start and end position of the sample section played are common in all other samplers.

Blue Alpha Electronics need to develop this product more if they want it to be a real success. As it is, you'll soon lose interest. Contact **Blue Alpha** at **Ynysforgan Farm, Morriston, Swansea SA6 6QL** or phone **(0792) 310865**.

MIDILY WE ROLL ALONG...

Another SAM product just out is the **MIDI Sequencer** from **Tim Humphries**. This allows budding musicians to record their masterpieces digitally and store them on disk to be played whenever they like.

The sequencer acts like a tape recorder for electronic keyboards but without any of the crackle and background noise. You don't have to be a MIDI expert to use it — if you know the ins and outs of your keyboard then you'll find the package simple to use.

When you have recorded your piece you can tinker with it until it's just right. The sequencer has the facility to quantise, which adjusts the time at which each note is played, correcting any slight mistake you could have made. Pieces of music can be cut and pasted to repeat, for a second verse for example, and 'events' can be edited so you can change particular notes or durations.

The SAM **MIDI Sequencer** costs £39.99 and comes complete with a set of MIDI leads. This is half the price of the equivalent software on an Atari ST or Amiga and does the job just as well! Contact **SAM Co** at **Lakeside, Phoenix Way, Swansea Enterprise Park, Swansea SA7 9EH** for more details.



● Yooouuu wouldn't let it lie...etc.



● Get out your spirit levels and lock away your chives, it's Les!

DIY DEMOS!

There are some excellent demos floating about the SAM PD scene at the moment. One that springs to mind is (ahem!) the **Nick Roberts SAM Demo Disk 1** (who?). This disk hold four animated demos, some already seen on **Fred**, but the rest are totally original.

The disk includes **Fuzzies** (lots of blood and gore), **Bart Simpson** (having a cow), **Speed Demon** (racing action) and **James Pond** (fishy animated demo). If you hadn't already guessed, these demos were written by yours truly. I don't make them out to be the bee's knees in demos but people I've shown them to think they're good so you can get your own copy now! You can get the disk from most PD libraries, look around for the best price.

Contact PD have got some great demos on their latest disk. Mainly written in machine code (clever buggers), they show the SAM can get up to the same sorts of things as more expensive 16-bit computers. The one that impressed me the most was called **Balls** (ooo, missus!). Lots of spinning balls around the screen in the shape of helicopters, SAM logos and lots more. For all **Vic Reeves** fans there's a groovy Vic demo on the same disk. What is this fab disk? **Contact PD Pack One**, available for a few pounds from: **Contact PD, 7 Queens Close, Old Windsor, Berks SL4 2PP**.

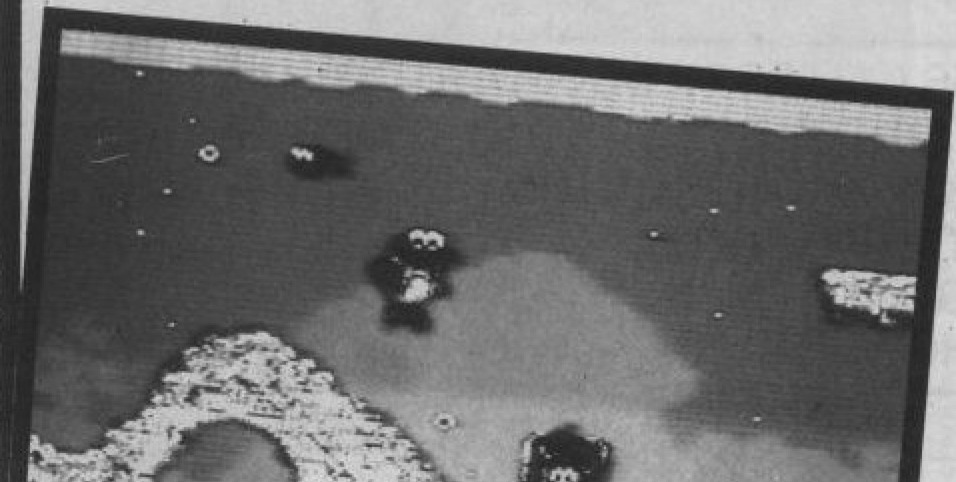
ZATS INTERESTING!

So you think CRASH doesn't do a good enough job on Coupé coverage, do you? Well, I'm coming around to your house to sort you out then (bash! thump! etc...). Well, for more monthly SAM action check out the fanzine, **ZAT**.

ZAT comes as a well presented photocopied A5 mag for only 80p. It carries regular sections on programming and reviews all the software coming out for your beloved computer. Interested? Write to: **ZAT, PO Box 488, Telford, Shropshire TF7 4SU** for more details.

Look out for yet more Coupé fun and frolics in Issue 90. Send your SAM games, demos, hardware, info etc to: Newsfield, Nick Roberts, SAM PAGE, Crash, Ludlow, Shropshire SY8 1JW.

● Fishy fun showing exactly what the Sam is capable of.





Nick's PLAYING TIPS

Hello my little lemon pips, how are we this month, then? Having a good time, are we? Life here in the strange world of CRASH is as joyful as ever. Playing computer games all day really gets to you sometimes (I bet you don't believe me!). Never mind, there's always a simple way of cheering yourself up working here. You just look out of the window at the local kids going through the Newsfield skip. I don't know what they expect to find, rotten jacket potatoes and the dregs from Corky's coffee cups are all that's in there. I wonder what their parents say when they come home smelling like the ZZAP! office (very pongy)!

Lots of tantalising tips for you this month. There's the complete solution to *Slightly Magic*, 88 (yes, 88!) codes on *Chips Challenge* and a groovy map for all SAM Coupé owners of that great game, *SAM Strikes Out*! What more could you want (don't answer that)?

TOTAL RECALL

Just in case the groovy map I printed a couple of issues back wasn't enough for you to complete level one of the game then here is the solution from Daniel Bridgland **of** Crambrook.

▲ Key: L-Left, R-Right, U-Up, D-Down, Thump-Hit man twice, Blam-Shoot man three times, Zap-Shoot guard five times, Wham-Shoot gun five times.

R, thump, jump r, walk r over switch and turn in back on, r, wait for laser. Jump r onto blue platform, jump r, turn off switch, jump left, wait for laser, jump left, up lift, l, thump, switch to gun, r, blam. L, get bonus, r, d lift, jump right, switch off, jump l, switch to fists, jump l, get ammo, jump l, stand on pad, l, jump l, stand on pad, l, thump, get case. R, jump r, r, jump r, jump r, u lift, l as far as possible, jump l, thump, l, u lift, r, drop d, stand on pad, l, u lift, r over switch, get ticket. Jump l avoiding switch, jump l over blue blocks, switch off, stand on pad, switch on, l, jump l twice, up purple stairs, l, switch on, r, thump, r, over pads, r, thump, d lift, r, get ammo, u lift, switch to gun. R, d lift, blam, r, get ammo, u lift, jump l, get tool, jump l, jump r, thump, wham, switch off, r, drop d, r as far as possible, d lift, jump l, d lift, jump r, turn to face l, d lift, thump, get energy and bonus. Jump r, switch off, jump l, u lift, jump l, jump l, u lift, jump l, d lift, r, drop d, r, thump, l, stand pad, jump l, get to l edge, jump l, get energy, jump r, jump r, pad, jump l twice as before, u lift, l, get passport. R, d lift, jump r twice, pad, jump l again, u lift, l, get ammo, r, d lift, jump r, pad, r up lift, r, d lift, jump r, u lift, jump r avoiding switch, u lift, jump l, l, jump l, jump r, switch on, r, wham, r, blam. Turn on pink switch only, wait for guard to fire at waist height, turn off pink wall, duck and zap, jump r onto lift, d lift, r onto pad, l, u lift on l, r, get energy. L, d lift, r, fall d, l, blam, l, jump l, switch off, r, u lift, switch to fists, r, thump, r, d lift, l, jumping fire, jump l, d, r, switch off, l, jump l, u lift on left, l, d lift, r, jump r, get to r edge, wait for laser. Jump r, wait again, jump r, wait once again, l to edge, wait for last time, run and jump r, jump r, jump r, walk r to finish level 1, phew!

CHEEKY CHEETS with MC Nicko!

Quick Draw McGraw
On the menu screen, hold down the keys SETUIOP and you should have infinite energy when you start the game.
(John Charles)

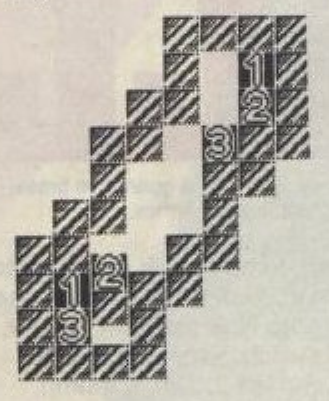
Edd The Duck
Type in WILSON as soon as you start level three for a helping hand.
(Bertie Wooster)

St Dragon
At the main menu type in X, then enter the passwords:
BLIBBLOB for infinite lives
SLOBBERS for invincibility
If you type in NESTEGGS on the +3 version it will give you a +3 disk utility that will enable you to make backups, rename and move the *St Dragon* program from a tape to a disk or from disk to tape, which I think is pretty trendy scrumshus!
(Leigh 'Jumping' Jackson)

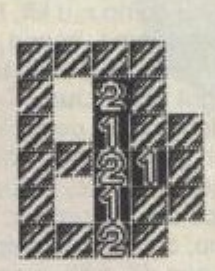
PUZZNIC

According to the letters I've been getting recently, many people are stuck on certain screens in the brilliant *Puzznic* from Ocean. To put you all out of your misery here's the low-down on your requested screens.

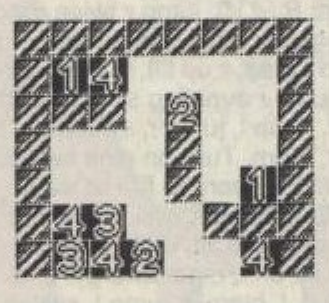
■ LEVEL 2, 1-1
Move the top 3 left one. Top 2 left three to match the 2s. Top 1 left four to match 1s. Move top 3 left three to match 3s.



■ LEVEL 2, 1-2
Move middle 2 left one to match all the blocks!



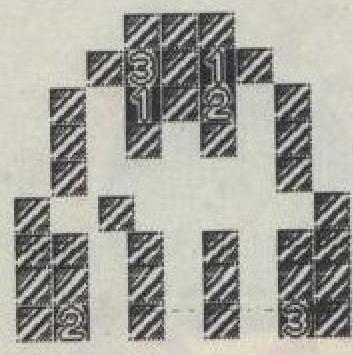
■ LEVEL 2, 1-4
Move the top 3 right one. Top 2 left one. Top 4 right one. Top 1 right four. Move top 3 right one to match 2s and 4s. Move the remaining 3 left two to match the 3s. Move the 4 right four to match the 4s.



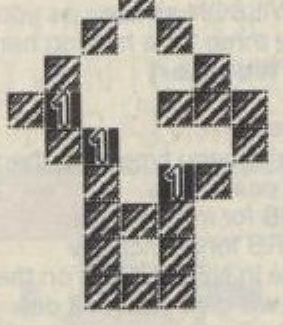
■ LEVEL 3, 1-2
Bottom 2 right one. Move the top 2 right one on top of the first to match the 2s. Match the 1s together. Move left 3 right 1 when the lift goes down. As the lift comes up move right 3 left one to match all three 3s together. Move the top 4 right three under the lift to match the 4s.



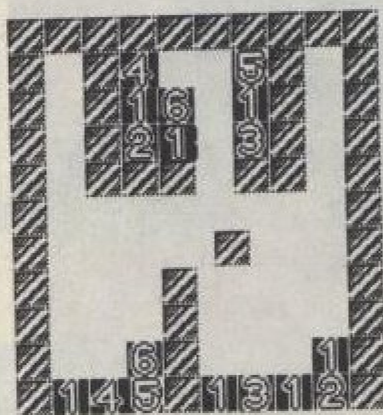
■ LEVEL 3, 1-3
Move the top 2 right so it lands on the slider going left. Move it off to match with the bottom 2. You have to be quick or the block will be pushed off. Move the left 1 left one to miss the slider. The right 1 right one onto the slider as it goes left and move it off to match with the first 1. Do the same for the 3s but watch out for the jutting out ledge!



■ LEVEL 3, 1-4
Move the right 1 down under the lift. Move the middle 1 over to the other side. Move the left 1 right on top of the first and quickly move the second on top to match all three. You need to get the timing perfect to do this.



■ LEVEL 4, 1-1
Move the top 6 right onto the slider as it goes left. Move it down onto the other 6. Move the 5s together, the top right 1 onto the slider and off to the right between the bottom two 1s. The rest of this screen is straightforward.



■ LEVEL 3, 3-2
Move the left 3 right two and the top 3 left one. As the lift is level with the fourth wall block up, move the right 3 left to match all three blocks together. Repeat this for the other numbers.



CHIPS CHALLENGE

A great little game, this, but one that's got a few people well and truly stuck. I wonder what I could do to help... perhaps these first 88 codes sent in by Jack **from Southsea might help.**

Level	Code	Title
1	BDHP	Lesson 1
2	JXMJ	Lesson 2
3	ECBQ	Lesson 3
4	YMCJ	Lesson 4
5	TQKB	Lesson 5
6	WNLD	Lesson 6
7	FXQO	Lesson 7
8	NHAG	Lesson 8
9	KCRE	Nuts and Bolts
10	UVWS	Brushfire
11	CNPE	Trinity
12	WVHI	Hunt
13	OCKS	Southpole
14	BTDY	Teleblock
15	COZQ	Elementary
16	SKKK	Cellblock
17	AJMG	Nice Day
18	HMJL	Castle Moat
19	MRHR	Digger
20	KGFP	Tossed Salad
21	UGRW	Iceberg
22	WZIN	Forced Entry
23	HUVE	Blobnet
24	UNIZ	Oorto Geld
25	PQGV	Blink
26	YVYJ	Chchchips
27	IGGZ	Go With The Flow
28	UJDO	Ping Pong
29	QGOL	Artic Flow
30	BQZP	Mish Mesh
31	RYMS	Knot
32	PEFS	Scavenger Hunt
33	BQSN	On The Rocks
34	NQFI	Cypher
35	VDTM	Lemmings
36	NXIS	Ladder
37	VQNK	Seeing Stars
38	BIFA	Sampler
39	ICXY	Glut
40	YWFH	Floorgasborg
41	GKWD	IC You
42	LMFU	Beware Of Bug
43	UJDP	Lock Block
44	TXHL	Refraction
45	OVPZ	Monster Lab
46	HDQJ	Three Doors
47	LXPP	Pier Seven
48	JYSF	Mugger Square
49	PPXI	Problems
50	QBDH	Digdirt
51	IGGJ	I Slide
52	PPHT	The Last Laugh
53	CGNX	Traffic Cop
54	ZMGC	Grail
55	SJES	Potpourri
56	FCJE	Deepfreeze
57	UBXU	Strange Maze
58	YBLT	Looping Around
59	BLDM	Hidden Danger
60	ZYVI	Scoundrel
61	RMOW	Rink
62	TIGW	Slo Mo
63	GOHX	Factory
64	IJPQ	Spooks
65	UPUN	Amsterdam
66	ZIKZ	Victim
67	GGJA	Chipmine
68	RTDI	Eeny Miny Moe
69	NLLY	Bounce City
70	GCCG	Nightmare
71	LAJM	Corridor
72	EKFT	Alley
73	QCCR	Morton
74	MKNH	Playtime
75	MJDV	Steam
76	NMRH	Four Plex
77	FHIC	Invincible Champion
78	GRMO	Force
79	JINU	Drawn and Quartered
80	EVUG	Vanishing Act
81	SCWF	Writers Block
82	LLIO	Socialist Action
83	OVPJ	Up The Block
84	UVEO	Wars
85	LEBX	Telenet
86	FLHH	Suicide
87	YJYS	Cityblock
88	WZYV	Spirals

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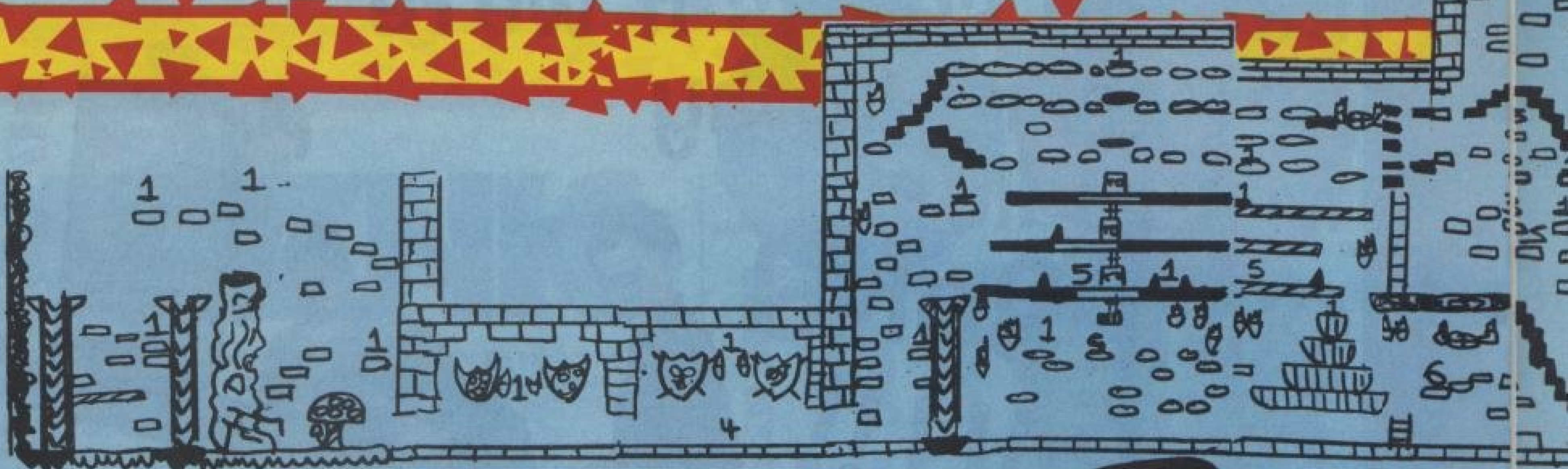
A Commodore Amiga Computer complete with colour TV is waiting to be won! So call...

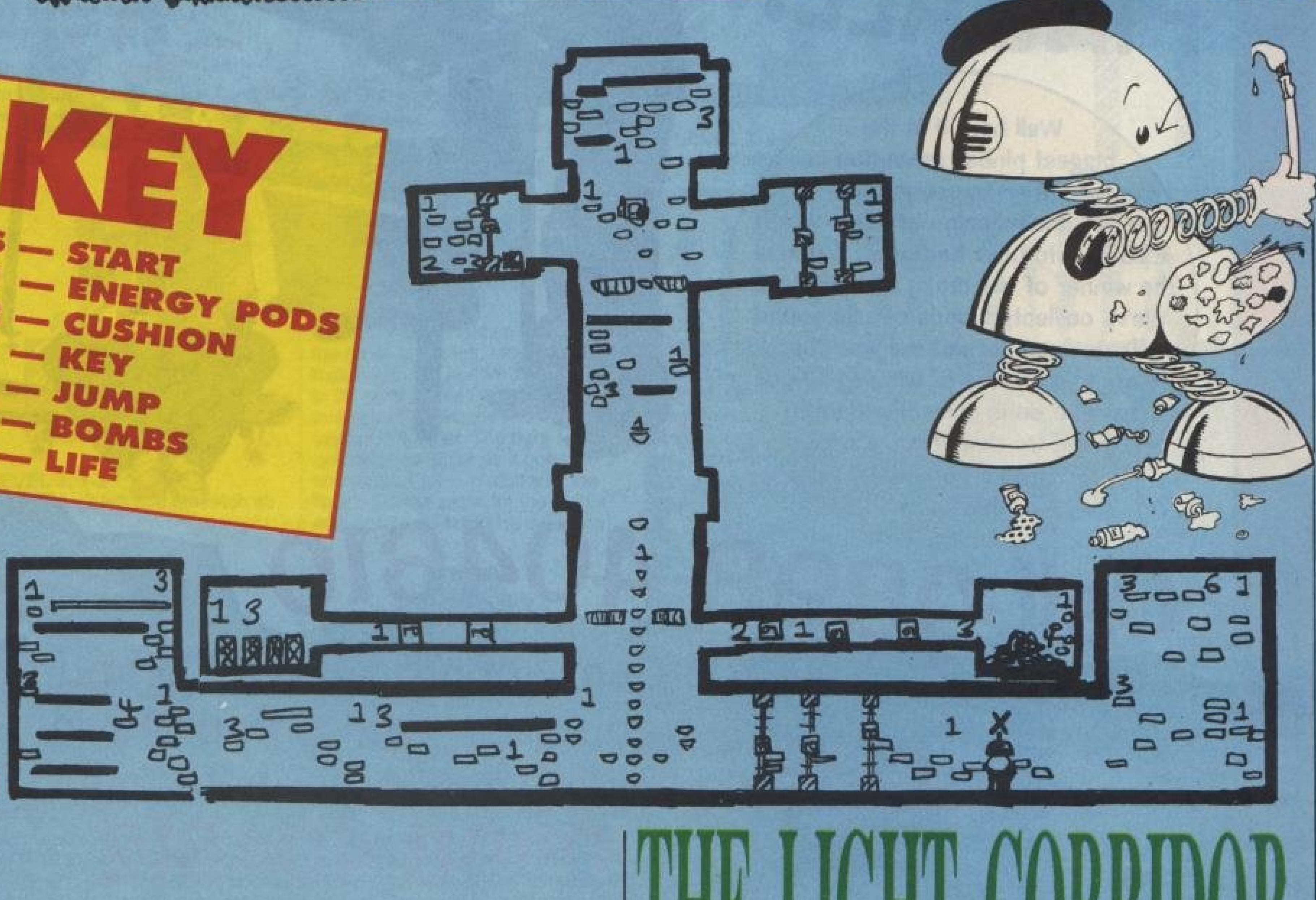
0898 404612



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Calls cost 34p (cheap rate) and 45p (at all other times) per min incl VAT. For details of winners send SAE to: Pepperoni, Sandylands House, Morecambe, LA3 1DG Please ask your parents permission before you call. Average length of the call is 5.5 minutes. These lines are unofficial and have no connection with the featured characters or their business organisation.





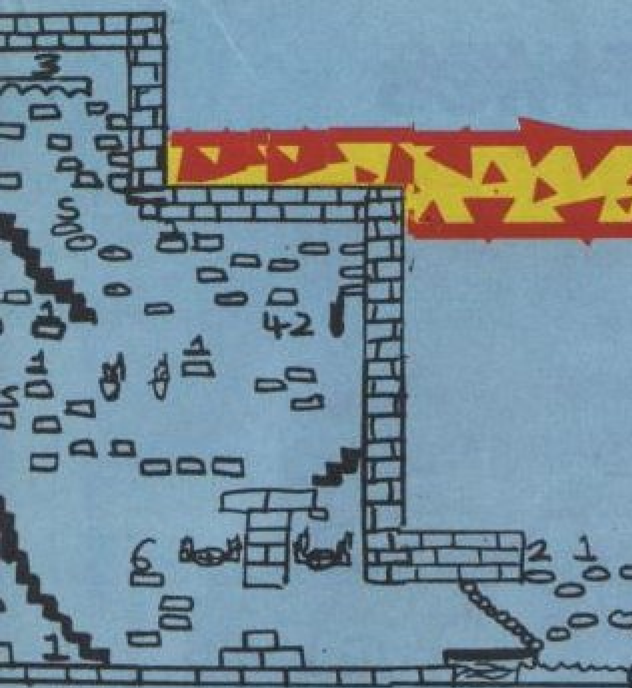
KEY

- S — START
- 1 — ENERGY PODS
- 2 — CUSHION
- 3 — KEY
- 4 — JUMP
- 5 — BOMBS
- 6 — LIFE

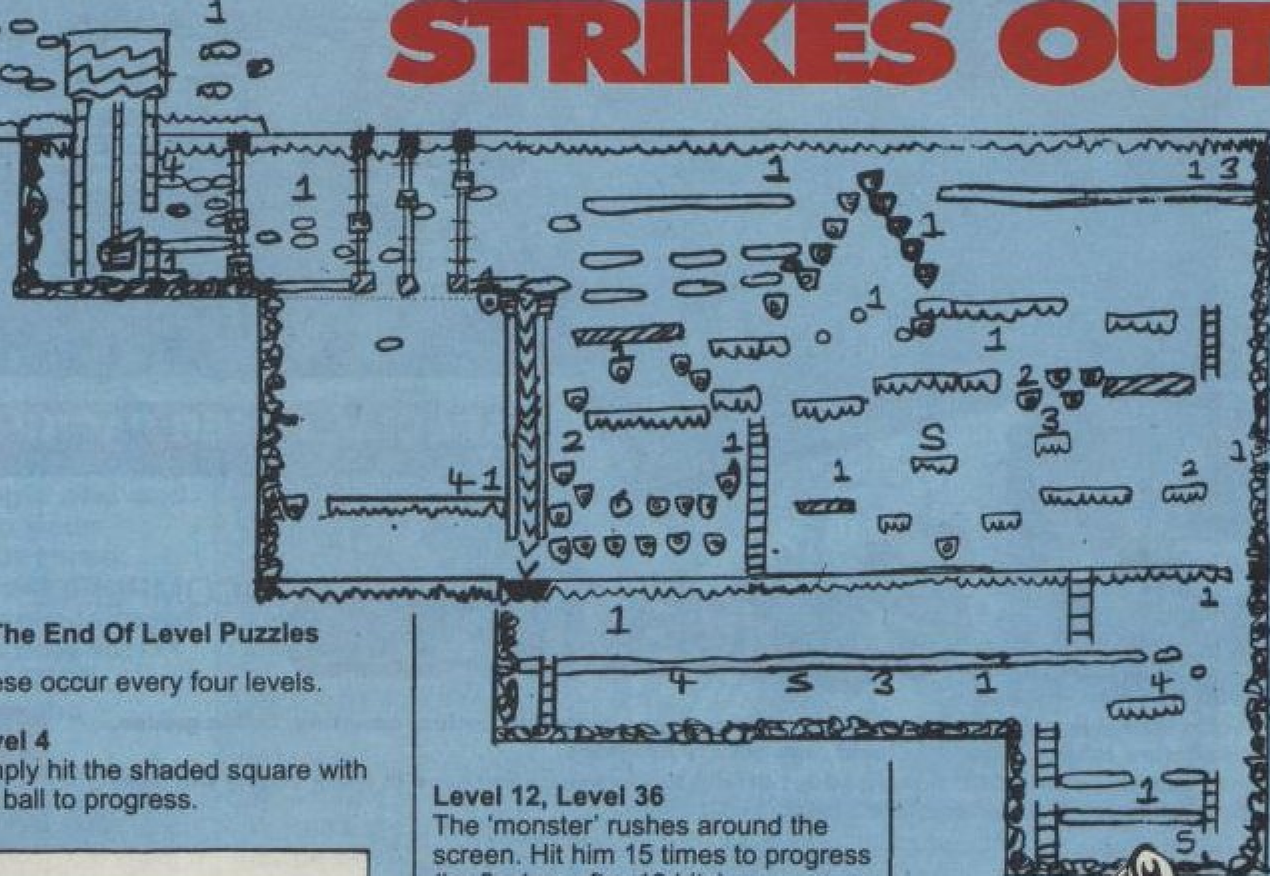
THE LIGHT CORRIDOR

A few little tipettes for that highly addictive game, *The Light Corridor*. These have been sent in by Matthew Jones **of Gower, who completed the game within three days of buying it!**

● Level	Code
1	0000
2	5400
3	0101
4	3901
5	2602
6	9902
7	4303
8	9003
9	6904
10	3305
11	9305
12	3406
13	0407
14	6407
15	2008
16	7408
17	4709
18	3810
19	0511
20	6811
21	3212
22	0213
23	8213
24	5014
25	1015
26	8215
27	5116
28	0117
29	7017



SAM STRIKES OUT!



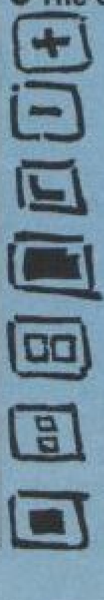
STRIKE ME DOWN WITH A WET KIPPER, IT'S... POKEMANIA!!

For Issue 89, Turbo's tips on tape include this bundle of goodies:

Scooby and Scrappy Doo — cheat
Bite The Dust — cheat
Championship Run — always qualify
Navy SEALS (128K only) — cheat
Popeye 2 — infinite lives
Slightly Magic — infinite lives

30	5518
31	2819
32	9919
33	7320
34	2521
35	0622
36	3722
37	1223
38	4523
39	4124
40	1825
41	1926
42	9726
43	5927
44	0528
45	7328
46	3929
47	3030
48	0531
49	8431
50	9932

● **The Collectable Icons**



Bigger bat

Smaller bat

Extra life

Glue — ball sticks to bat

Extra horizontal bat

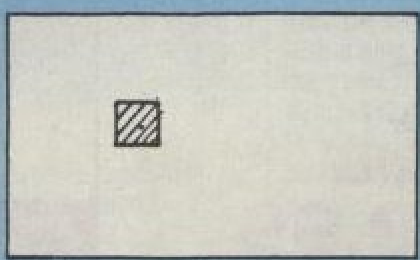
Extra vertical bat

Much bigger bat

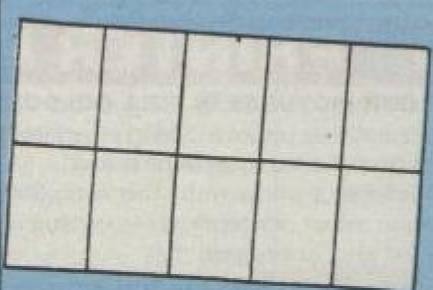
● **The End Of Level Puzzles**

These occur every four levels.

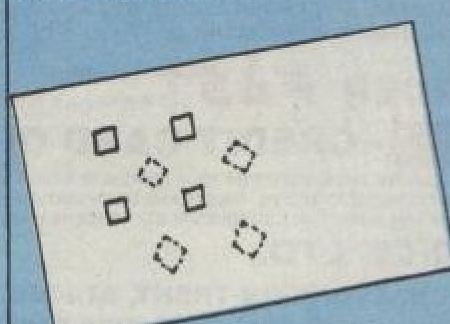
Level 4
Simply hit the shaded square with the ball to progress.



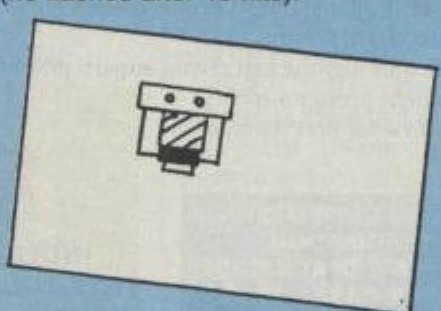
Level 8, Level 32
Hit all the rectangles (they turn black when hit) and the wall disappears.



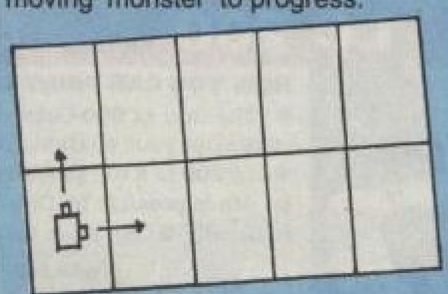
Level 16, Level 40
The squares move between the two shown patterns. Hit all four to move to the next level.



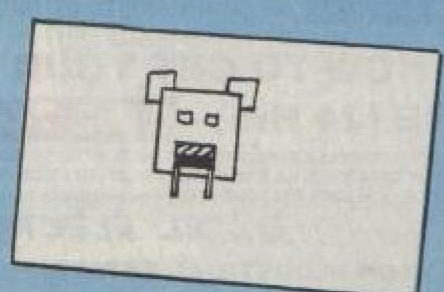
Level 12, Level 36
The 'monster' rushes around the screen. Hit him 15 times to progress (he flashes after 13 hits).

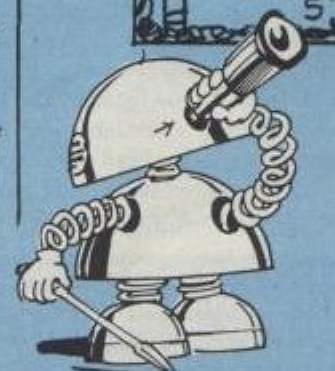


Level 20, Level 44
Hit all ten rectangles and the moving 'monster' to progress.

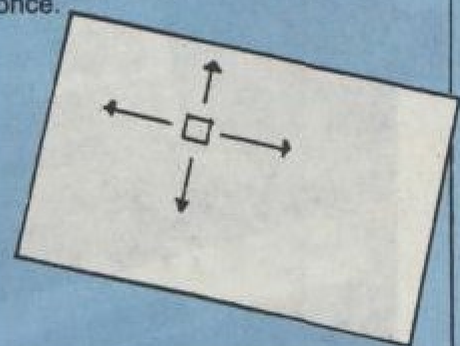


Level 24, Level 48
This 'thing' moves around when you hit it. It takes 15 hits to destroy and flashes after 13.



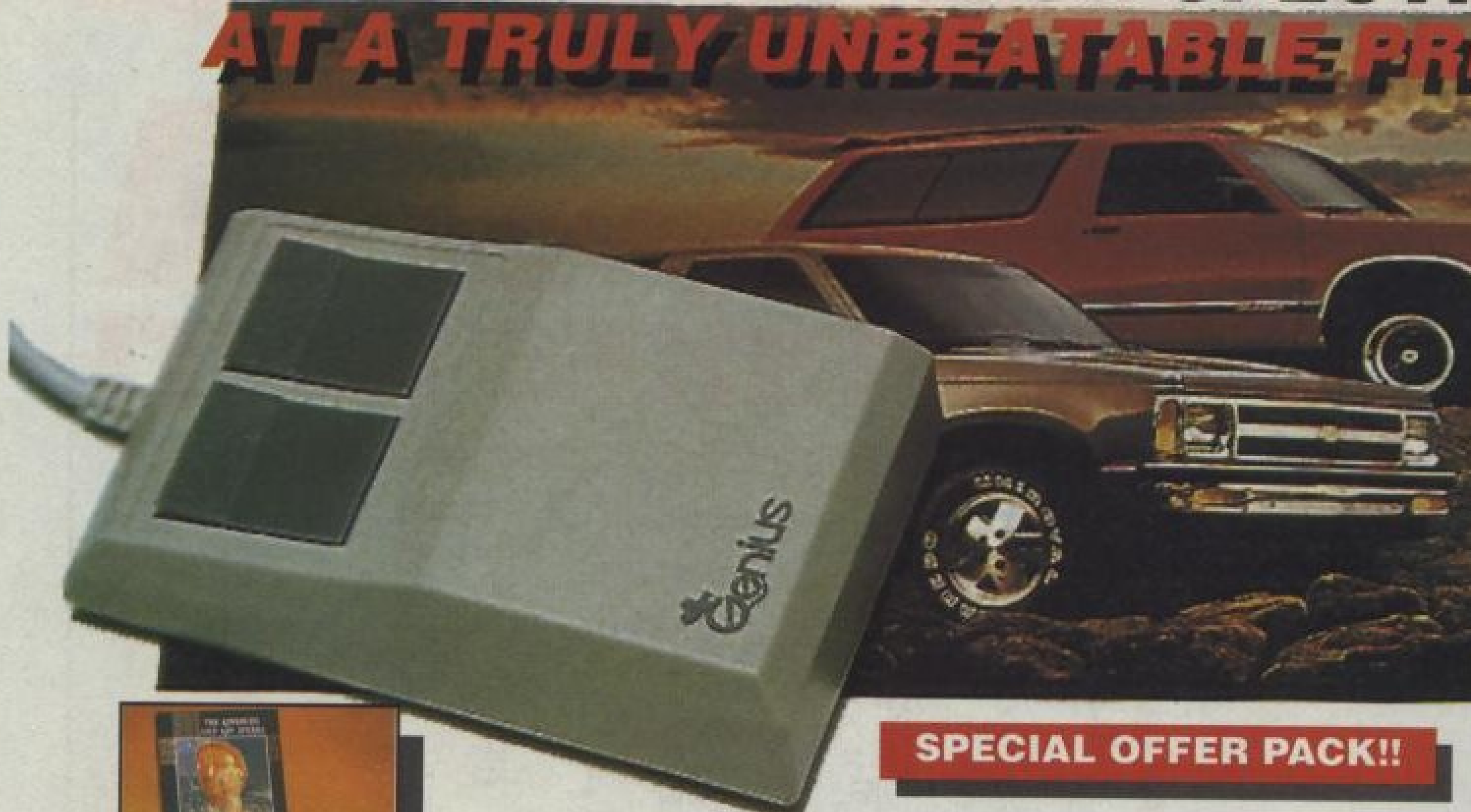


Level 28
This square darts around the screen and only needs to be hit once.

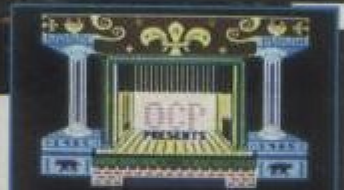


This month's £40 of software goes to Ben Gardner for his solution to *Slightly Magic*. Richard and I have been stuck on the game for ages so this will come in very useful! If you fancy £40 of software (who wouldn't?) then send in any tips, solutions, maps or cheats on any games to the usual address: NEWSFIELD, NICK ROBERTS, PLAYING TIPS, CRASH, LUDLOW, SHROPSHIRE SY8 1JW. Taverymuch!

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SPEC GENI MSE 2

THRILLS!



What's the best way to catch up on all the great games that appeared on the Spectrum a while back. One: go out and buy every single one and spend a fortune? Two: pop around to your mate's house and nick his copies? Or three: take a trip down to your local software shop and snap up one of the great new compilations? Well, one's only for the stupid, two's only for complete basts, so it must be three! NICK ROBERTS gives you the low-down on the current hits in compilation land!

FISTS OF FURY (EDITION 2)

Virgin Games ■ £14.99 (cassette only)

Hardly surprising, *Fists Of Fury* is one for beat-'em-up addicts (violent lot). The games included are *Shinobi*, *The Ninja Warriors*, *Double Dragon II* and *Dynamite Dux*.

My personal favourite of the bunch has to be *Dynamite Dux*. The cute graphics used to represent the pair of dynamic ducks and enemies, coupled with the strange weapons to trash them with, makes gameplay real fun. You're armed (literally) with a normal punch but by holding down the fire button you can increase your power to give a mega-blow. Weapons like fire throwers, water cannons and bombs give an interesting result when picked up. Flippin' great!

Ninja action ahoy in *Shinobi*. You're searching for a bunch of kidnapped kids and there are loads of vicious thugs to be disposed of using your feet, fists and shuriken stars. *Shinobi* is taken from the Sega arcade machine and, thankfully, hasn't lost any of its addictive qualities in the conversion.

All those who were addicted to the original *Double Dragon* will just love *Double Dragon II — The Revenge*. You can play either Billy or Jimmy in their quest to avenge the death of their chum Marian. Like every other game in this pack, it's a scrolling trash-everything-in-sight game with a high level of playability.

The Ninja Warriors has you beating once more. This time you have to control one of the warriors and your only objective is to stop the evil master Greek, Bangler, in his tracks. Sadly, it's the least playable in the pack.

Fists Of Fury — Edition Two is great for beat-'em-uppers. Gamers who want variety will soon get fed up as each game plays more or less the same.

Shinobi: 17/25
Double Dragon II: 20/25
Dynamite Dux: 23/25
The Ninja Warriors: 16/25
OVERALL 76%



SYSTEM 3 PACK

US Gold ■ £16.32

This compilation is great because of the variety of game styles on offer, each presenting the player with a new challenge. Two of the games, *Myth* and *Vendetta*, were CRASH Smashes, so you're definitely getting value for money.

Myth is an arcade adventure game with platform overtones featuring superbly detailed graphics and puzzles that'll have you perplexed for ages. You're faced with such perils as Medusa, Hydra and Thor, the god of thunder. To destroy each one you need to collect the correct weapons, which change from one time zone (level) to the next. *Myth* is not easily completed but you'll have a good time trying.

I just loved *Vendetta* when it was first released. Most games of its type have great graphics but are short on gameplay; but that isn't the case here. There's so much in it, you can play for ages and never get fed up. The game is mainly an arcade adventure with objects to find to get you into new locations but there's the added bonus of a car racing level. Once you've found the keys you can jump into the sports car and off you go!

Tusker tackles the arcade adventure style in a different way to the last two games. Instead of each screen being highly detailed and you being able to roam around freely, many of the screens are largely empty and you have to battle through them one at a time. The game uses elements of beat-'em-ups and mixes them with adventure to produce a thoroughly enjoyable game.

The final game in the pack is *IK+*, a karate beat-'em-up extravaganza. What makes the game stand out from the rest is that there are three men on screen at the same time. It's a lethal game!

System 3 Pack is an excellent compilation, packed with a good variety of top-notch games.

Vendetta: 23/25
Myth: 20/25
Tusker: 18/25
IK+: 17/25
OVERALL 78%



4 MOST PACKS

Alternative ■ £2.99

For those with a limited budget, there are more compilations on a smaller scale with Alternative Software's *4 Most* packs. Each pack costs only £2.99 and has four action-packed games on it. Here we've got *4 Most Action* and *4 Most Sport*.

The *Action* pack includes *Strike Force Cobra*, *Combat Zone*, *Gun Boat* and *Dead Or Alive*. Each game doesn't have the same theme like most compilations, either. You get great value for money with a 3D game, wild west shooter, war ships and space shoot-'em-up.
OVERALL 65%

In *4 Most Sports* there's *Run For Gold*, *Endzone*, *Rally Driver* and *Soccer Boss*. What more could the arm chair sports enthusiast want? You can try your hand at track running, American Football, rally driving or even manage your own football team. OVERALL 52%

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IT'S TV SHOWTIME

Domark ■ £10.99 (cassette only)

Have you ever fancied taking part in a game show alongside some of the worlds elite hosts, Bob Monkhouse, Paul Daniels, Bob Holness, Jim Bowen and Gordon Burns? Well, *It's TV Showtime* allows you to do just that with all five games in one pack. The compilation includes *Bullseye*, *The Krypton Factor*, *Bob's Full House*, *Every Second Counts* and *Blockbusters*.

Each game follows their shows closely but are graphically dull and most have awful multi-loads. The best of the bunch for graphics and presentation is *The Krypton Factor*. Each section has to load in separately (even on the 128K machine) but feature the graphics from



the show. Unfortunately, one of the best sections of the TV show, the video clip bit, isn't there.

If you are a freaky fan of these game shows and think you can put up with lots of badly digitised graphics and animation, well, this is for you. Normal people look elsewhere.

Bob's Full House: 10/20
Every Second Counts: 11/20
Bullseye: 5/20
The Krypton Factor: 15/20
Blockbusters: 12/20
OVERALL 53%



THE WINNING TEAM

Domark ■ £14.99 ■ £19.99

Variety abounds in *The Winning Team* from Domark. The five games offer different gameplay and graphic styles so it's pretty unlikely boredom will come knocking at your door. In the pack are *Klax*, *APB*, *Escape From The Planet Of The Robot Monsters*, *Cyberball* and *Vindicators* — all coin-op greats!

Klax is for puzzle wizards. You have to catch tiles as they roll towards you and flip the correct colours into the bins at the bottom of the screen. In true puzzle game style, things are simple to begin with but soon hot up as tiles get faster and more frequent.

One of my favourite games from the arcade has to be *All Points Bulletin*, or *APB* to its friends. Full of speeding police cars, miles of roads and donut shops, you just can't help but get addicted. The action's viewed from above and the landscapes scroll by as you drive the squad car, arresting a quota of criminals to succeed. Great fun.

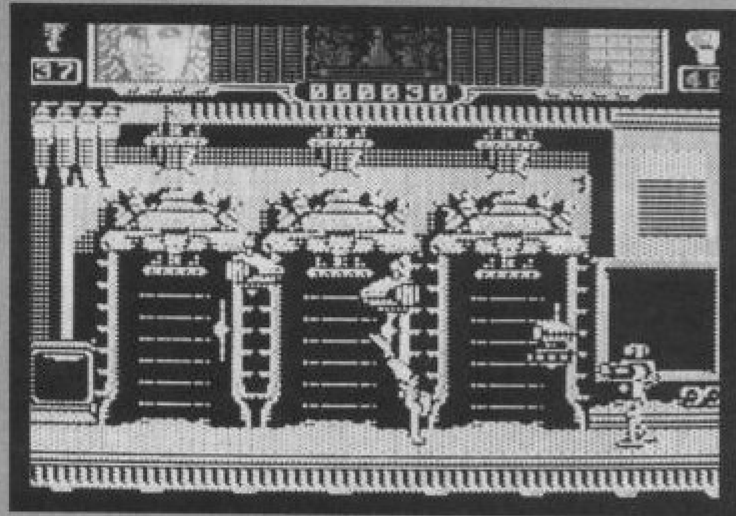
Escape From The Planet Of The Robot Monsters is an absolute corker of a 3D arcade adventure. Playing a one- or two-player game you have to free the captives and destroy all the robot scum. Nice, eh?

Cyberball is a look into the future of American Football. You may have thought it was a tough game now, but played against giant robots things soon start to hot up even further.

Finally, *Vindicators* puts you in control of an armoured tank. Battle it out with the enemy for points; a frenzy of shoot-'em-up action.

The Winning Team is a fantastic compilation. Get your hands on five addictive games for only around £3 each! What a complete and utter barg!

Klax: 18/20
APB: 19/20
Robot Monsters: 18/20
Cyberball: 15/20
Vindicators: 16/20
OVERALL 86%



COIN-OP HITS II

US Gold ■ £16.32

Save yourself a stack of 10p's by getting a copy of US Gold's *Coin Op Hits II*. The five arcade smashes are *Dynasty Wars*, *Ninja Spirit*, *Vigilante*, *Ghouls 'N' Ghosts* and *Hammerfist*.

The outstanding game in the bunch is *Ghouls 'N' Ghosts*, which was a 92% Smash when it was first reviewed! It's a platform shoot-'em-up with excellent scrolling scenery and graphics. The action is real addictive from the start.

If you like something with a bit more punch, *Vigilante* may be more up your street. Lots of kicks, punches and general violent behaviour is what it's all about as you battle your way through the street gangs of New York.

Fed up with modern day action? Fighting in a different time is just a load away with *Dynasty Wars*. The game is played entirely on horseback with the objective being to battle with eight legions of enemy infantry and cavalry to eventually polish off the evil warlord, Thung Choc!

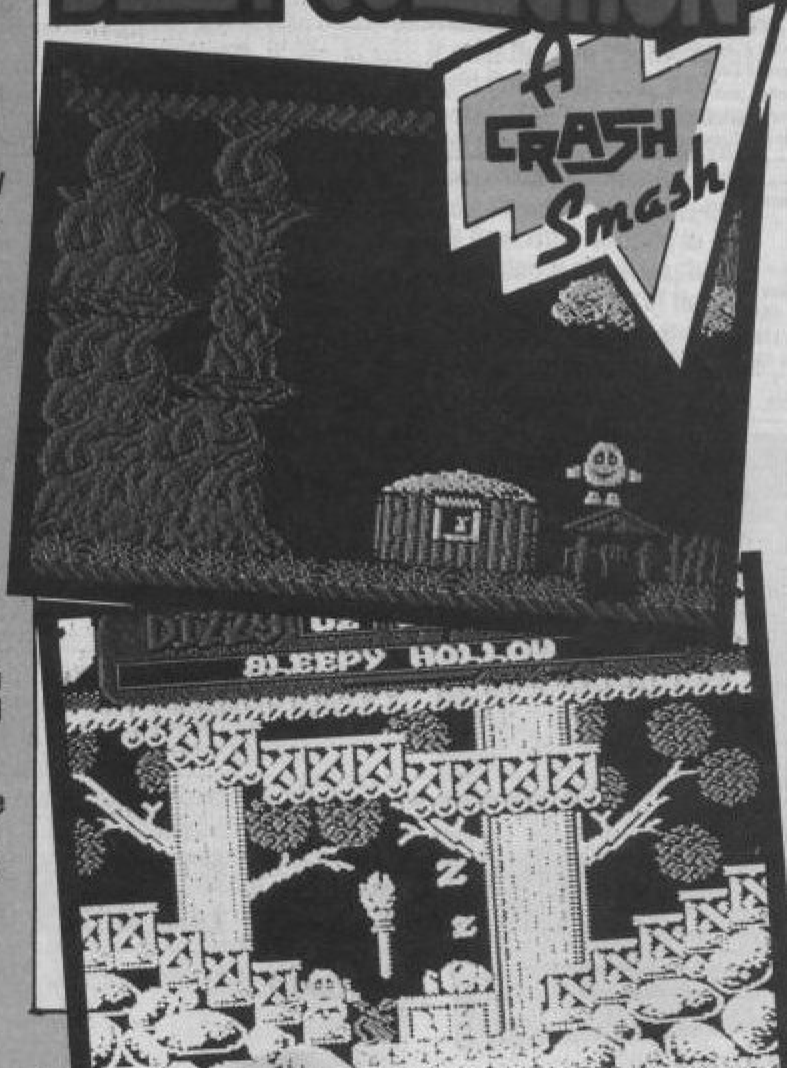
Hammerfist speaks for itself really, doesn't it? More violent action, but this time the setting is in 2215 AD. The world is controlled by holograms and when two of these go wrong all hell breaks loose. You have got to stop the destruction.

Last but definitely not least is *Ninja Spirit*. This is one for all fans of ninja games with plenty of swordsmen, samurais and wolves to be popped off and of course, oodles of weapons to help you.

Coin-Op Hits II is mainly for beat-'em-up fans with each game having a similar style. *Ghouls 'N' Ghosts* comes out top of the heap.

Dynasty Wars: 15/20
Vigilante: 16/20
Ghouls 'N' Ghosts: 18/20
Ninja Spirit: 16/20
Hammerfist: 17/20
OVERALL 82%

DIZZY COLLECTION



Code Masters ■ £10.99

Here's a compilation packed full of eggyness! Many people have played one or two of the Dizzy adventures but in the *Dizzy Collection* you get five of his best romps in one big box!

What makes the Dizzy games so special? Well, playing each adventure is like stepping into a cartoon. They all have excellent graphics and animation and the puzzles are pretty simple, though you'll probably be stumped a few times. Four of the games in the collection are arcade adventures and *Fast Food* is a *Pac-man*-style arcade romp.

The Dizzy Collection is a must for anyone who hasn't seen all of the little egg's games. Full of yolky goodness!

Dizzy: 18/20
Treasure Island Dizzy: 19/20
Fantasy World Dizzy: 18/20
Magicland Dizzy: 19/20
Fast Food: 16/20
OVERALL 90%



QUATTRO PACKS

Code Masters ■ £2.99

At that sort of price you can't go wrong, really. All the packs are themed but that doesn't mean there's a lack of variety because there's plenty of different game styles to contend with (you would not believe it, etc etc...).

Quattro Combat features *Death Stalker*, an okay-ish platform game, *SAS Combat Sim*, a beat-and-blow-'em-up, *Ninja Massacre*, a bit like *Gauntlet* with ninjas, and *Arcade Flight Sim* is what it sounds like, viewed from overhead. OVERALL 66%

Quattro Power features *Moto X*, a horizontally-viewed motorbike scrambling game, *Twin Turbo V8* — yer average racing car game — *Pro Powerboat* is basically speed on water, and the brilliant *ATV Sim*, a two-player scrambling game in, erm, ATVs. OVERALL 80%

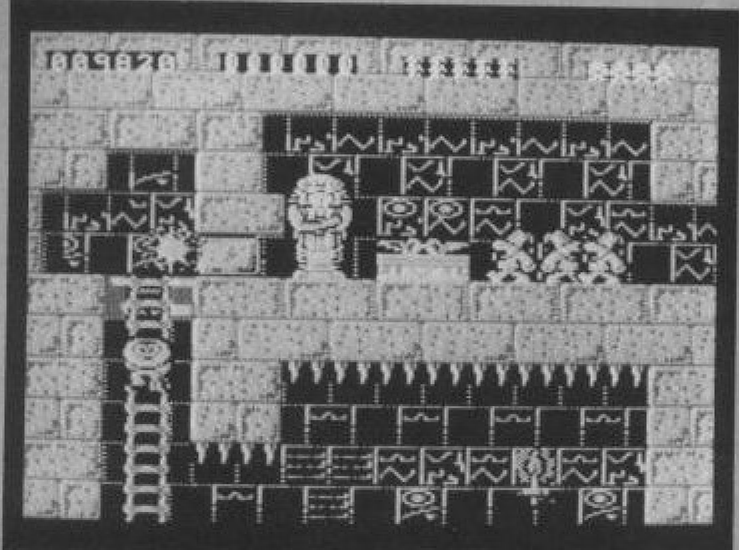
Quattro Firepower has *3D Star Fighter* a space blaster, *MiG 29*, a flying-into-the-screen blaster, *Operation Gunship* a great, if a little tricky, fly and bomb affair, and the *Terra Cognita* scrolly shoot-'em-up. OVERALL 72%

Quattro Adventure offers a great selection of platform games, each different enough to provide long-term playability. The titles are: *Vampire*, *Ghost Hunters*, *Super Robin Hood* and *Dizzy*. OVERALL 85%

Quattro Super Hits gives four action-packed games, including *Super Stuntman*, an entertaining driving game viewed from above, *Super Tank* gives you a tank to blast through jungle with, *Super Hero* is an 3D isometric arcade adventure and *KGB Super Spy* has you flying around scenery picking up lost scientists! OVERALL 79%

Quattro Sports is probably one of the best packs on offer with: *Grand Prix Sim*, a well-playable overhead *Super Sprint* effort, *Pro Ski Sim*, an addictive ski game, *Pro Snooker Sim* is one of the best snooker sims around, and *BMX Sim* you've already played, 'cos it's on the Code Masters tape this issue! Hurrah! OVERALL 86%

Quattro Racers is the latest pack around and features *BMX 2*, *Championship Jet Ski*, *ATV Sim*, and *BMX Freestyle*. Plenty of fast-paced arcade action here and all of them good titles! OVERALL 89%



CHALLENGERS

Ubi Soft ■ £14.99 ■ £22.99

Take up the challenge from Ubi Soft and add six fab games to your software collection with the *Challengers* compilation. For your hard earned dosh you get *P47 Thunderbolt*, *Fighter Bomber*, *Pro Tennis Tour*, *Rick Dangerous*, *Carrier Command* and *Kick Off*. A little something for all tastes!

The two games that really stand out have to be *Rick Dangerous* and *Carrier Command*. The man with the hat's first adventure was a smash hit the first time it was reviewed, earning 81%. The cartoon style graphics and sound effects were an instant hit with everyone in the CRASH offices and I couldn't rest until I'd completed the game.

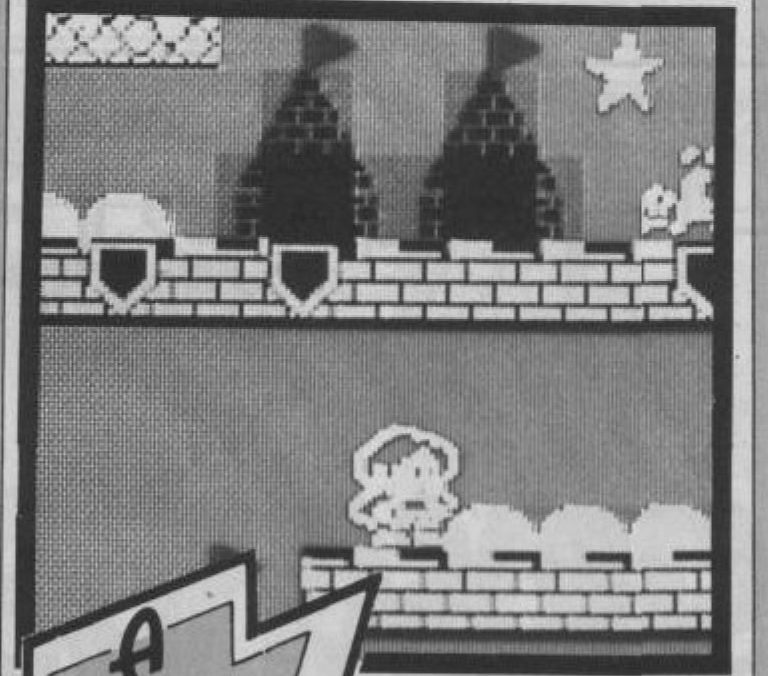
Carrier Command is aimed more at the serious games player. You take control of a futuristic aircraft carrier and all the problems that come with it. The mixture of excellent 3D graphics, strategy and shoot-'em-up action will have you playing this game for a long time to come.

Two types of flight simulation are also in the pack. *P47* is an arcade shoot-'em-up game. The backgrounds scroll horizontally by as you blast the enemy out of the sky. *Fighter Bomber* puts you into the cockpit of a real plane and lets you take on a battle from the pilots viewpoint in total 3D.

Sports fans won't be disappointed with *Challengers*, either. There's *Pro Tennis Tour* and *Kick Off* to keep them busy. *Kick Off* is, of course, the football game that caused a storm on the 16-bit machines. Unfortunately the conversion to 8-bit wasn't so successful. *Pro Tennis* is an average simulation of that well known sport (pity there are no strawberries and cream!).

Challengers is excellent value for money on cassette. But with the disk version costing a staggering £22.99 I would be inclined to stick to cassette. (Erm, Nick, dividing the overall percentage by six games is a bit odd here, isn't it? —Ed) Erm, yeah...

Rick Dangerous: 15/16.66
P47 Thunderbolt: 14/16.66
Carrier Command: 15/16.66
Kick Off: 10/16.66
Pro Tennis Tour: 12/16.66
Fighter Bomber: 13/16.66
OVERALL 79%



A CRASH Smash

POWER UP

Ocean ■ £15.99

There's some scorching hot software on this compilation, and plenty of variety, too — boredom's definitely not a word in *Power Up*'s dictionary. On offer are *Altered Beast*, *Chase HQ*, *Rainbow Islands*, *X-Out* and *Turrican*.

I just love playing *Rainbow Islands*, I could play it until the cows come home (and then, perhaps, a bit more). The cute characters and gameplay is addictive from the start. Taken from the colourful Taito coin-op, the Spectrum version is surprisingly good, capturing all the excitement of the arcade and keeping the excellent graphics and sound too. A corker!

Turrican is another colourful game, and a real good blast. The multitude of weaponry add-ons and variation in the aliens makes it a shoot-'em-up fan's heaven!

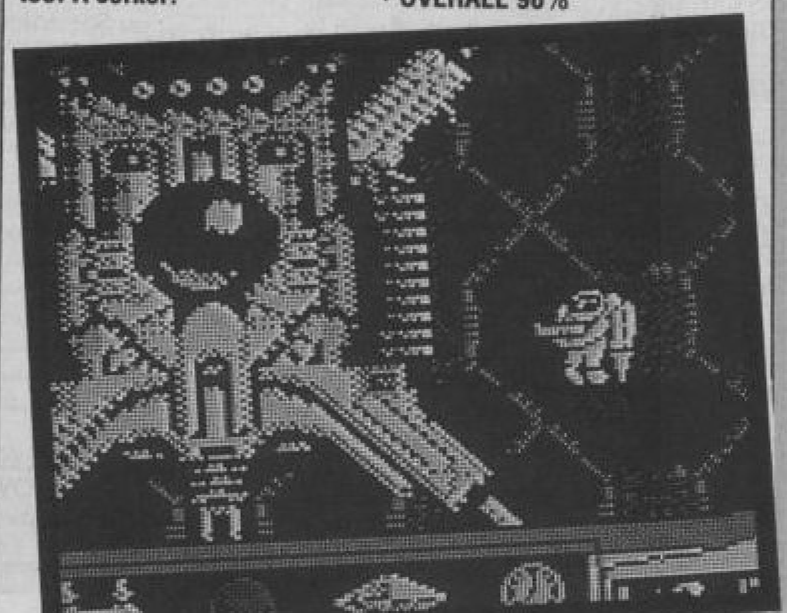
Chase HQ is probably the ultimate driving game on the Speccy. You have to chase (no, really?) the criminals in your souped-up sports car and bash them off the road to arrest them. Personally, if I could afford a fast car I wouldn't want to bash it up!

Altered Beast gets right away from laser guns and cars. You are now a dead hero. The daughter of a god has been kidnapped and in an attempt to get her back you have been resurrected. Lots of supernatural action with punches and kicks galore.

X-Out finishes off the compilation with a blast. Lots of space ships, lots of firepower and plenty of joystick wrecking action.

Power Up is an excellent pack, you'll be stuck to your screen for ages!

X-Out: 17/20
Chase HQ: 17/20
Turrican: 18/20
Altered Beast: 18/20
Rainbow Islands: 20/20
OVERALL 90%



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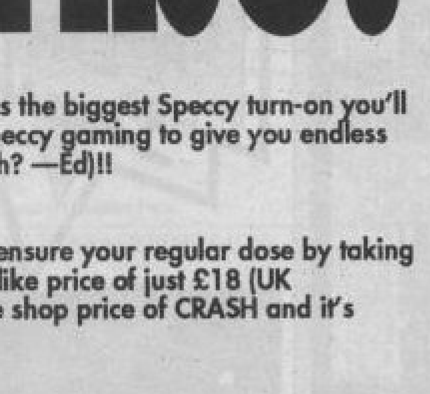
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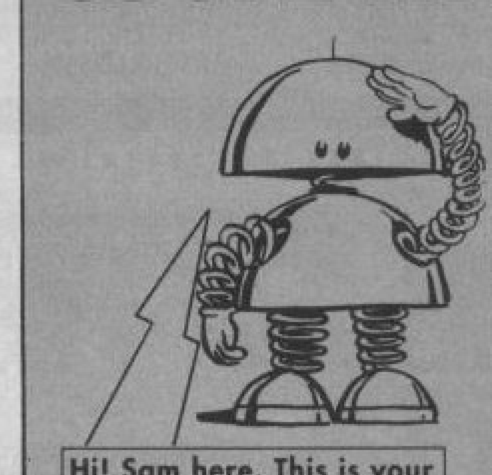
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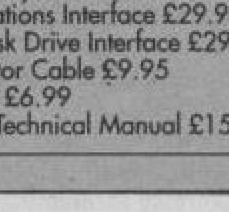
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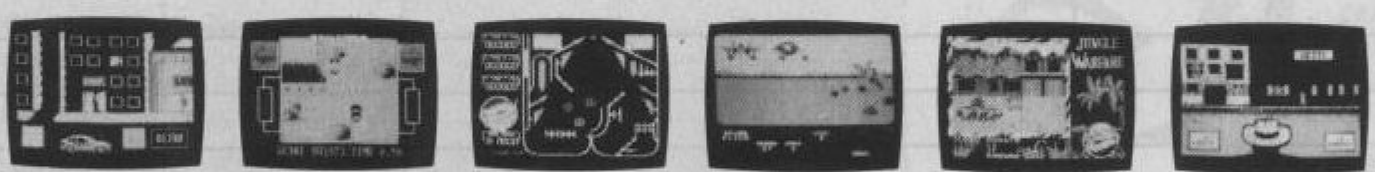
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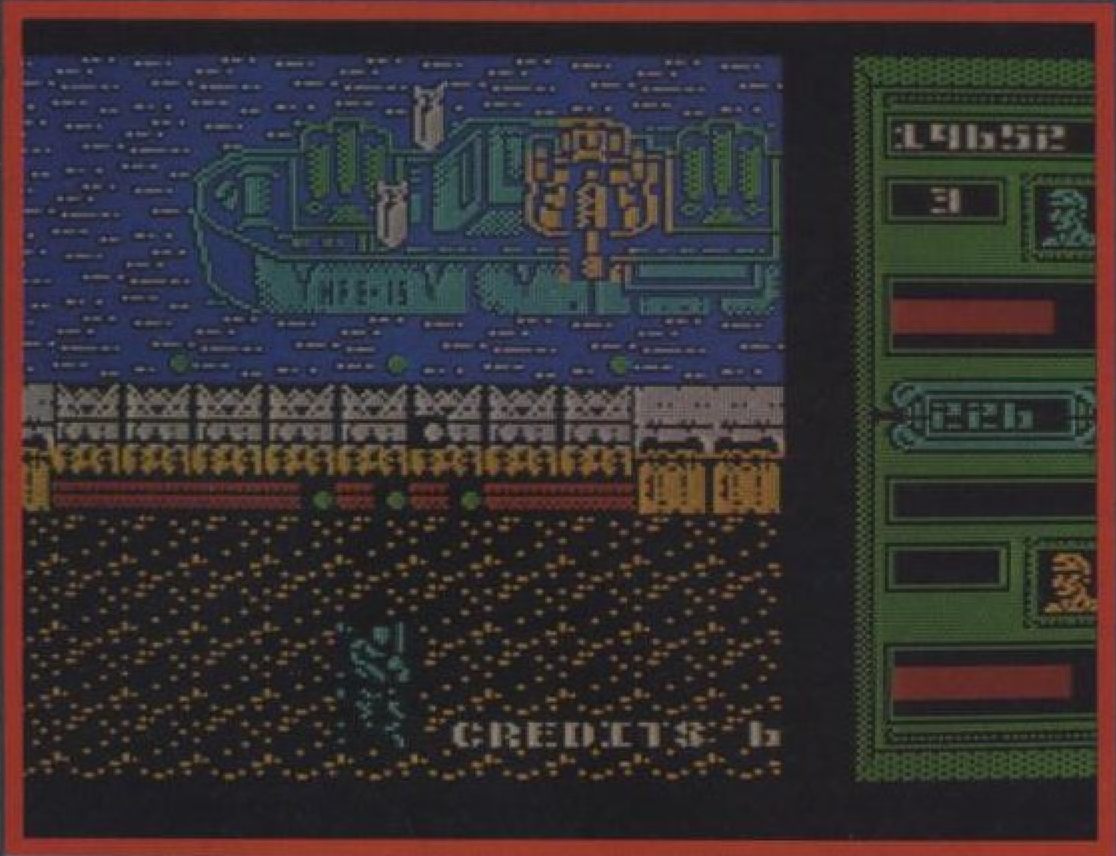
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• You're the blue chap coming up the screen ready to attack the missile-chucking tank (but we'll dispose of the yellow opposition first, shall we?)



• Player one launches an attack on the mighty *MERCS* train, blasting the train's gun emplacements in this vertically scrolling bit

MARK Even though I've not played the coin-op *MERCS* is based upon, I like it. It's everything a computer game should be: fast, colourful and above all very (very, very) violent. It reminds me of another game from the arcades, *Calibre .50*, where one or two players battle against a horde of terrorists, with nowt to their name bar a machine gun and a few grenades. This is what always puzzles me about this type of game — the heroes run around with a feeble machine gun while the enemy carry some serious combat weaponry, six-barrel chain guns, M-203 grenade launchers etc. But, back to the game: it's *sunshades, ahoy!* time because the sprites and backgrounds are very colourful. My only niggle is that while the title tune and inter-level jingles are pretty good, they're too jolly and bouncy for an ass-kicking game. If you want a fast-paced all-action game you need look no further than *MERCS*. So don't.

88%

MERCS

US Gold ■ £11.99

As the former President of the United States of America toured central Africa on a quest for world peace, he was taken hostage by a group of revolutionaries. What jolly bad luck! Of course, the US can't just send the troops in to rescue him, as it could prompt World War III, so instead they send an elite corps known as the MERCS — professional soldiers trained in anti-terrorist tactics. And you're one of them (gulp). Your objective: to rescue the President and stop the rebels taking over the country of Zutula!

It's dead easy to describe *MERCS* — eight levels of non-stop arcade shoot-'em-up action. That's it! Well, there's a little bit more. Two players can take part simultaneously and each can build up their weaponry from a simple gun to a three-way blaster or flame thrower.

You're going to need that weaponry to attack the many, many, many enemies you encounter on your mission and they come in all shapes and sizes. Rebels run around firing in all directions, mega-tanks attempt to run you down and, at the end of each level, there are such things as enemy supply trains, battleships and monster Hercules planes that'll make mincemeat out of you if you're not quick enough on the trigger.

You couldn't ask for much more colour in the graphics of *MERCS*. All the sprites and backgrounds use the block colour method, so some look a bit blocky but it allows loads of colour with very little clash.

Landscapes scroll in all eight directions and the terrain you run over changes from time to time. One minute you're sprinting along a concrete path, the next you could be up to your neck in quick sand or gasping for breath in the middle of a river!

There's so much to be blasted away it'll keep shoot-'em-up fans happy for hours on end. You don't have to stick to shooting the enemy, either. If you are feeling really naughty you can blow up any houses, trees or bushes you see along the way (and sometimes you have to, to clear a path, y'see).

MERCS is a real winner with me. The tune at the beginning may be a little, erm, grating but the rest is excellent. A real cool blaster, and I didn't say it looks like a updated version of *Commando* once (even if it does).

NICK 84%

• Playing *MERCS* takes you all over the place. Here we're on board a ship ready to trash the opposition's armoured boat

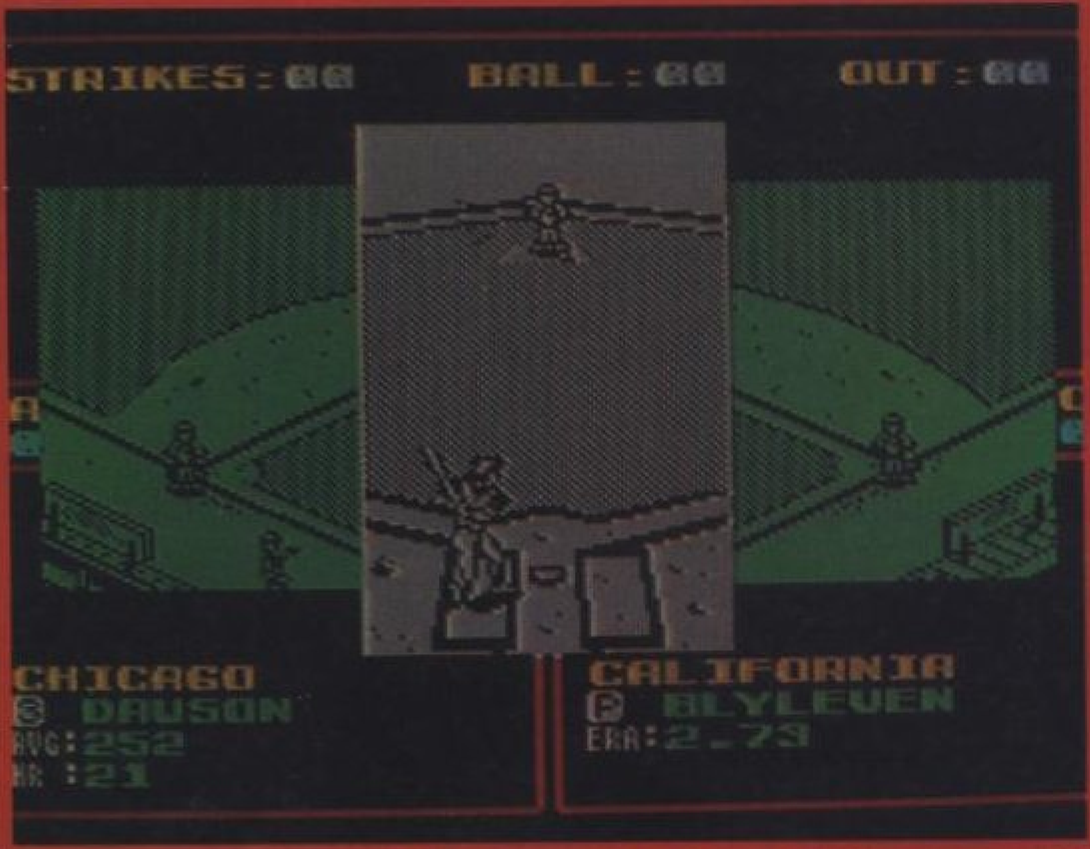


RATING

The best shoot-'em-up for ages. Packed with colour and mega-enemies to blast!

PRESENTATION	84%
GRAPHICS	85%
SOUND	70%
PLAYABILITY	87%
ADDICTIVITY	88%
OVERALL	**86%**

RBI 2



● Prepare to hit it for six as Dawson plays Blyleven in *RBI 2*

Tengen/Domark ■ £10.99 ■ £14.99

Tengen's latest offering is *RBI 2*, a sports game that takes you to the baseball field to indulge in the great summery pastime that gets American's very excited.

If the finer points of baseball are as totally incomprehensible to you as they are to me, fear not, 'cos there's a guide entitled *Baseball For Idiots And Englishmen* included in the package (along with a smart *RBI 2* baseball cap, would you believe). The computer version is a one- or two-player game and teams are

SHADOW DANCER

US Gold ■ £11.99

Terrorists aren't very nice people, are they viewers? But there are a few square-jawed heroic types who'll stand up to them and give them a taste of their own medicine. Joe Musashi is one of them.

The hero of *Shinobi* has returned after a long rest to find a terrorist gang have been busy planting bombs in civilian establishments across America. So Joe dons his espadrilles and snazzy white togs, buckles on his razor-sharp katana sword and calls to heel his faithful mutt (let's call him Fido) and heads into action.

Level one takes you, playing both Joe and Fido to Miami airport where the terrorists have been busy wiring up explosives. With a copy of *The Sledge Hammer Guide To DIY Bomb Disposal* and a pair of ear plugs, Joe strides through the three sections that make up the level, dismantling bombs as he goes.

But it's not that easy. Evil terrorists are waiting to ambush our pal, but using throwing stars, limited ninja magic, sword or Fido's sharp choppers, they can be dealt with. Fido's quite a handy pal to have. With a press of the space bar he'll run ahead and hold a terrorist while you dispose of him.

After battling through the concourse and cargo loading bay, Joe enters a plane and faces a huge, fireball-throwing samurai robot. Beat that and you're into the bonus level, which goes like this: your standing at the bottom of a tower, looking up at its lofty heights. You have an unlimited supply of shuriken stars to lob at the nasty ninjas who leap down and try to plant their size ten espadrilles on your nut.

Later levels take place on a speeding train, in a factory, down the sewers and at a shuttle base, a nasty

● Ah-ha! We can see you, you sneaky ninja, lurking at the bottom there! Fetch, Fido/Rover/whatever your name is...



NICK *Shadow Dancer* follows in the footsteps of countless other ninja beat-'em-up games. But *Shadow Dancer*'s novelty is that our hero's brought his dog along. The graphics are mainly monochrome, the odd bit of colour cropping up when you come to large obstacles like walls and oil tankers. The sprites are really well drawn and shaded and the animation's neat. I found the gameplay fun for a while but the novelty of having a dog to help me out soon wore off.

74%

selected from a list of 26 before the game begins.

The field is split into two parts, the outfield and the infield — otherwise known as the diamond, where most of the action takes place. At each corner of the diamond is a base — Home, First, Second and Third — and it's each batter's task to run between the four bases and so score a run.

The game is viewed from behind the batter, facing the pitcher. The pitcher stand on a mound of earth in the centre of the infield and tries to strike the batter out (ie, force him to miss the ball). To this end the player controlling the pitcher can choose the speed and curve of the ball as he winds up the shot.

If the batter hits the ball, the outfielders come into play. It's their job to catch the ball and, as the batter runs around the infield, throw it back to a base and attempt to intercept him.

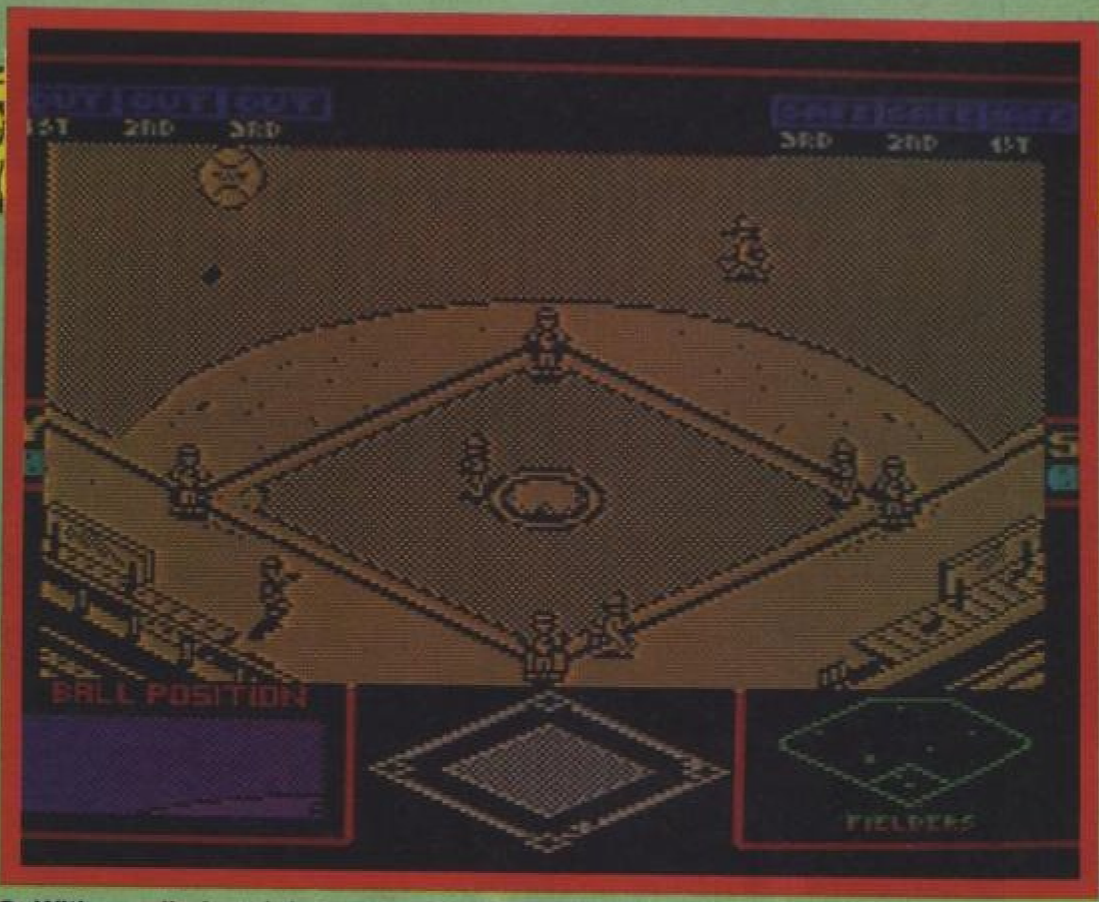
So there you have it, basically, each player batting and fielding in turn and scoring as many runs as possible. The winning team's success is splashed across the front page of the *Baseball News* and the losers are laughed off the pitch.

After a spell of okay-ish games, Tengen finally appear to have a hit on their hands — *RBI 2* is great! Although I know as much about baseball as I do quantum physics, I picked the game up pretty easily.

The angst felt when my batter whacked the ball outfield and legged it for the next base kept me playing for ages, and the game is particularly good when playing against a chum. Graphically, *RBI 2* is excellent, all the character sprites, although tiny, are brilliantly animated, especially the pitcher and batter. The only thing lacking is a decent league system.

Overall, it's pretty fab: playable, entertaining and pleasantly competitive. *RBI 2* definitely scores a home run (see how quickly one picks up the terminology)!

MARK 88%



● With a well-placed thwack the baseball goes hurtling sky high (and the sound FX when this happens are ear-piercing!)

NICK It's not very often you see a baseball game on the Spectrum. The last one I can remember was, erm, (think, think) *World Series Baseball* about six years ago and its gameplay wasn't too dissimilar to this (not surprisingly; it's all baseball, isn't it?). What first impressed me about *RBI 2* was the slick presentation and excellent music. I don't usually get my toes tapping to Spectrum music but I must admit this was very good, complementing the logo scrolling around the screen perfectly. So, it's all very flashy up front but what about the game? Well, the smallish sprites do the job well and you really get into the swing of things, the close-up display giving a detailed look at the batting and showing where the ball is at all times. There isn't that much you can control in the game, though: other than pitching and batting, you can only control the direction the fielders throw the ball, and that isn't very taxing. But I'm not going to end on a moan, 'cos I really enjoyed playing *RBI 2* and reckon all sports action fans will too!

84%

RATING

RBI 2 is great game but don't expect a simulation-type thing, just a very playable knockabout.

PRESENTATION	88%
GRAPHICS	89%
SOUND	85%
PLAYABILITY	84%
ADDICTIVITY	86%

OVERALL 86%

guardian awaiting man and dog at the end of each.

Are we bored with ninjas yet? Well, just a bit. I've played so many I'm turning Japanese — if not going slightly orientally mad (yes viewers, he thinks he's a Bonsai tree —Ed). But let's look at the game on its own merits.

Shadow Dancer is a good scrolly beat-'em-up with arcade adventure overtones. It's fast, tough and, above all, playable. The character sprites are all speedy little chaps, especially Joe, who leaps around like a turbo-charged Bruce Lee, while the backgrounds are pleasantly colourful and varied. Yup, I liked this a lot; it's well worth having a go at.

MARK 80%

RATING

Fido gives *Shadow Dancer* that extra bit of excitement over most ninja adventures.

PRESENTATION	75%
GRAPHICS	80%
SOUND	74%
PLAYABILITY	77%
ADDICTIVITY	78%

OVERALL 77%

QUICK DRAW McGRAW

● Inside the train in *Quick Draw McGraw*, this bit's played like *Op Wolf*



Hi-Tec Software ■ £2.99

Train driving in the wild west wasn't all horn honking and potted meat sandwiches, y'know. Getting your passengers and cargo safely to their destination was almost an impossibility. You could be sure that somewhere along the line the train would be attacked by bandits and indians stealing anything they could lay their hands on. That was until Quick Draw McGraw came onto the scene. Will they dare attack with you as Sheriff McGraw on board?

Quick Draw is played on the top of a moving train with thieves, indians and general nastiness coming at you from all directions. You're armed only with a pistol and some clever shooting will be needed if you are to survive for long.

Occasionally you'll come across an icon on the side of a carriage. Collecting these will either give you extra points or act as a smart bomb (if you collect a dynamite icon) or give extra energy (an apple).

There's another part to the game, a shooting gallery scene inside one of the carriages. Shooting the baddies and avoiding the goodies is your objective. Get the wrong one and it could be curtains for you.

Quick Draw McGraw is an entertaining budget shoot-'em-up. If you fancy a quick blast to get away from brain boggling games then get out your best trigger finger and have a rootin', tootin' good time!

NICK

RATING

OVERALL 70%



LOS ANGELES POLICE DEPARTMENT

Players ■ £2.99

In *Los Angeles Police Department* you're a special agent who's been attached to the LAPD by request of the commissioner of police. Gangs of armed thugs roam the streets and, although the ordinary coppers are powerless to stop them, you're armed with a 9mm Uzi to blow them away.

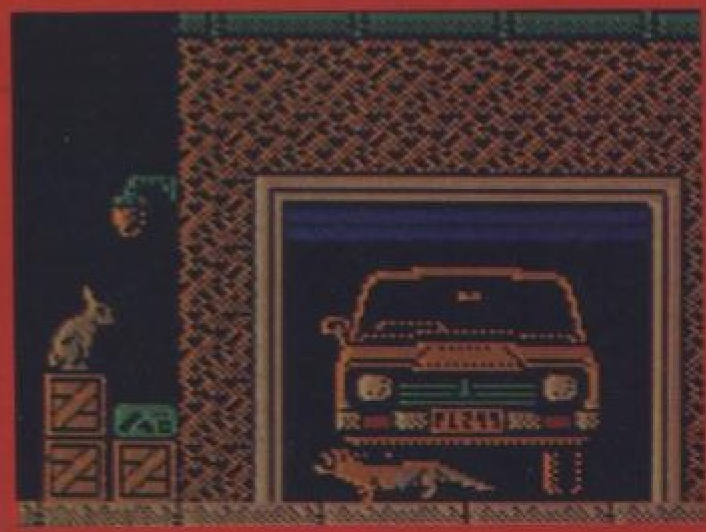
The game is viewed *Operation Wolf* style (ie, slow horizontally scrolling) with the thugs popping up from the bottom of the screen or running on from the sides. But wherever they appear from the bad guys take pot shots at you with a variety of weaponry, the result being a heavy dose of lead poisoning followed by death.

The only way to avoid going home in a body bag is to fire back. A floating cursor (your gunsight) can be guided across the screen and a press of the fire button turns the hoods into lead-filled swiss cheese. As the villains bite the concrete they sometimes leave behind handy bonuses, which include extra ammo, First Aid kits and body armour.

Even though *LAPD* is an *Operation Wolf*-style shoot-'em-up, it also bears more than a passing resemblance to *Predator II*; indeed, I half expected to see the nightmarish dreadlocked head appear at any moment! This game style is getting on now, but *LAPD* is tough to master and on a budget label is well worth the asking price.

MARK

RATING
OVERALL 82%



● You can tell game designers are getting desperate when a game's central character is a fluffy bunny (there he is, on the crates)

LOP EARS

Players ■ £2.99

'Bright eyes, burning like fire…' Yes, we all had a good sing song when *Lop Ears* came into the office. It's one wicked game and comes complete with a soppy story! Poor little Lop Ears the rabbit went out playing and strayed too far from home. As he tried to make his way back, he discovered a new bypass had been built, blocking his route (awwww!). Now his only hope is the help you can give him.

Lop Ears is in the classic arcade adventure style. The little rabbit bounds about the screen and you have to collect and mix objects and use them in the correct locations to progress.

Lop Ears isn't welcome in the part of the woods he's exploring and the natives keep trying to turn him into rabbit pie. Dogs, squirrels, weasels and birds are all out to make life a misery but luckily he can replenish his energy by munching carrots.

The puzzles seem impossible at first but the more objects you discover, the easier it gets. Common sense is the best way to progress: if you have a tin box and an opener what do you do with it? Open it up, of course!

Every screen is packed with colourful graphics and lots of animation (and looks a bit *Dizzy*-like, but then I suppose there's only a couple of ways you can draw a tree on the Spectrum!). *Lop Ears* is a great game that'll keep you occupied for days, definitely one for all mappers!

NICK

RATING
OVERALL 84%

TORNADO ECR

Code Masters ■ £2.99

This is air-to-air combat with a difference. You're strapped into the most sophisticated of British fighters armed with laser-sighted weapons. Your enemies, on the other hand, are a strange bunch of planes. They range from Heinkel He-111 (quite old planes) to the latest in aircraft technology.

I haven't a clue what time zone I'm supposed to be in but there isn't the time to worry when the onslaught of bullets starts! Each plane is very well drawn and has a good splattering of colour.

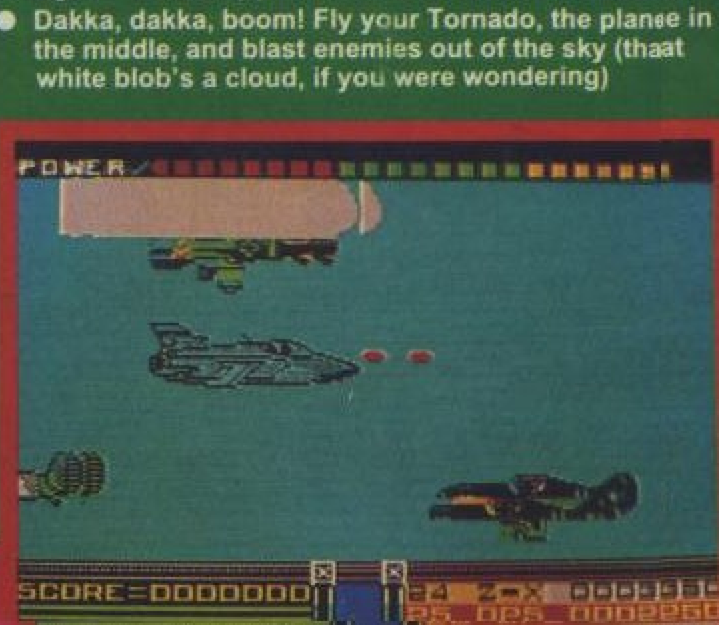
This is a sort of *Kamikaze* with bigger and better graphics but there's not much to do. You fire continuously in an attempt to shoot down 20 enemy planes but usually get blown out of the sky in the first couple of seconds! The clouds that fly by don't help matters much. They're usually the size of two planes stuck together and you can't help but fly through them, blocking any view of the action you may have had.

Tornado ECR's presentation is great: animated balloons float up the screen to make up the menu and you can flick through all the enemy plane graphics at the touch of a button. In the end, though, it's an average shoot-'em-up. Fans of this type of game will find it great fun, and excellent value at £2.99

NIICK

RATING
OVERALL 60%

● Dakka, dakka, boom! Fly your Tornado, the plane in the middle, and blast enemies out of the sky (that white blob's a cloud, if you were wondering)





● SAM shows off; great graphics, great gameplay makes *Escape* one of the finest Coupé games yet

escape from the planet of the ROBOT MONSTERS

Enigma Variations
■ SAM Coupé ■
£14.99

Disaster has struck on Planet X! The human colonists have been captured by an evil race of aliens — the Reptilons — and are being forced to create an army of killer robots with which the Reptilons plan to destroy Earth!

But help is at hand with the arrival of Jake and Duke, two tough, square-jawed interplanetary SWAT men. One or two players choose a character and are briefed on their mission: rescue the hostages, destroy the Reptilons and rescue the beautiful Professor Sarah Bellum. Planet X is a big place so is split up into many levels, filled with robotic guards.

Each level is split into several sections, each part accessed by ladders and escalators. There are several types of guard including the infamous Weetabix character, but both Jake and Duke possess a ray gun and a limited supply of smart bombs, so get blasting. As guards are destroyed glowing gems appear — collect these for increased ray power. Lockers can be shot to reveal such goodies as food, energy and smart bombs.

But it's the hostages you're here for, and these are usually found slaving away at computer terminals. Just touch them and they'll be transported to your ship for a hefty end-of-level points bonus.

At regular intervals you meet up with a Reptilon, big, dinosaur-type creatures that take a lot of hits to kill. But to save the lovely Prof and the Earth, you must battle on.

When *EFTPOTRM* first appeared about a year ago on the Speccy, I played it to death, and now the SAM game is here, more late nights are on the cards. Graphically, the game is identical to the 16-bit versions: colourful and beautifully defined characters leg around the screen being very anti-social indeed.

The control method is a little on the frustrating side: the character spins when the joystick is moved left or right and it takes a bit of practice to get him heading in the right direction. For the first few games you end up giving the robot guards lessons in breakdancing. If you own a SAM this game is an essential purchase.

MARK 88%

NICK ***Escape From The Planet Of The Robot Monsters*** **is the first of a run of games for the SAM using the excellent Atari ST graphics and Spectrum code. This creates a game that wavers in quality from one second to the next. For example, the introduction screens are all from the Spectrum, with the usual colour clash and shading you would expect. Moving further into the game, you have sprites and backgrounds that look like they have come from the ST and in between levels you have ST character graphics. The game itself is excellent, full of action and adventure, but the control method takes some getting used to.**

84%

RATING

A great game that arrives on the SAM with considerable style.

PRESENTATION	80%
GRAPHICS	89%
SOUND	81%
PLAYABILITY	89%
ADDICTIVITY	88%
OVERALL	**86%**

KLAX

Enigma Variations
■ SAM Coupé ■
£14.99

It's the Nineties and it's time for... another SAM game! The concept of *Klax* is simple. Different coloured tiles roll towards you and you have to catch them on your paddle and flip them into one of five bins. The idea is to make a set number of Klaxes from the tiles, where a Klax is a stack of like-coloured tiles in a horizontal, vertical or diagonal line. Once you've made a Klax, these tiles disappear and the others move down. Simple, eh?

The basic levels of the game, where you must make three-high Klaxes, are easy to complete. It doesn't stay easy for long, though. On later levels you have to attempt a large X, five in a row or long diagonals. For extra bonus points you can set up the tiles to cause a chain reaction of Klaxes (and that's really difficult).

The paddle can hold a maximum of five tiles at a time. After this they just drop off the edge and put the drop meter up. Depending on the level, you're allowed a set number of drops before you get the dreaded GAME OVER sign.

As well as multi-coloured tiles spinning towards you there are also wild tiles that flash on and off. These can be used to complete a Klax of any colour — or if you are really clever, you can drop one to complete two Klaxes at the same time!

Klax is one of those games you either love or hate — I love it. All puzzle game freaks will find it a great challenge but it can get very annoying when things start to go wrong.

Every few waves the background graphics change to another excellent scene (converted from the ST, no doubt) to add a bit of variety. The tune and sound effects are pretty neat, too.

This is a great version of *Klax*, and just so all SAM owners can brag to their friends, it looks and plays just like the Atari ST and Amiga games!

NICK 82%

● Oh dear — we're making a bit of a mess of this *Klax* wave. Not a suitable stack in sight



MARK This game makes me want to throw my computer out of the nearest window 'cause it's so tough! Frustration certainly rules for the first few attempts, and these are just the easy-peasy, lemon-squeezy levels. But in time you calm down a bit and start to enjoy the game, although it's hard to believe that such a simple concept as collecting tiles can cause most people to invent new swear words (I've added another two to my vocabulary today). Graphics are great, very colourful, though sometimes you almost need to wear shades. Flipping great all the same.

87%

RATING

A frantic game where you need to keep your wits about you. Great entertainment!

PRESENTATION	82%
GRAPHICS	85%
SOUND	83%
PLAYABILITY	87%
ADDICTIVITY	87%
OVERALL	**84%**

THE FAMOUS FIVE

Enigma Variations
■ £10.99

Good grief! A real, honest to goodness, commercial text/graphics adventure! Hurrah! Who needs those fancy film and arcade licences, eh? Not when you've got Enid Blyton on your side, chaps. Oh, and the Famous Five, of course.

Five on a Treasure Island is an engaging adventure that includes some intriguing character handling, using a system called Worldscape. The game begins when Julian, Anne and Dick travel to Uncle Quentin and Aunt Fanny's house (what was Enid thinking of when she created these characters?!). This is the very first Five adventure so they've yet to meet George, the tomboy girl, and her dog, Timmy. From there they worm their way onto treasure island, full of stereotyped villains and secret caves.

The game world is dynamic which means events move on while you wait. I'm not a big fan of this type of wandering character system; it doesn't present realism — just an impression of a game full of aimless manic zombies.

You can TELL and SAY things to characters as well as ASKing them ABOUT things. Characters have their own special facets so you can ask a character to perform an action you might not be capable of.

You can also BECOME any of the Famous Five (except the dog). Each character has their own advantages: Julian is strong while George is the best swimmer. You can even split the Five up to explore several directions at once and this is essential to solve some of the problems.

The parser is up to modern standards with linked sentences using AND, THEN and commas. Prepositions can be used to alter the meaning of verbs, and group commands such as ALL and EVERYTHING are included.

During play, the screen is divided into two sections. The upper portion of the screen contains all descriptions, messages and graphics, which pop up for selected locations. They're very well drawn and appear instantly on-screen — pretty good going for graphics of this complexity. The lower section is the text input area.

Highlights and criticisms fall upon the parser. When you can't examine something, the word EXAM is automatically displayed, ready for you to EXAMine something else — vey thoughtful and user-fiendly. But the parser doesn' understand some basc words included in the location descriptions, although memory resrictions may be a factor here.

Criticisms apart, this is a well produced game vith lots of imaginative prodution techniques. Let's hope there are some more *Famous Five* games on the way, et?

PAUL RIGBY

● We're at the seaside (hurrah!) and we've just punched Dick (double-hurrah! He's an annoying git)

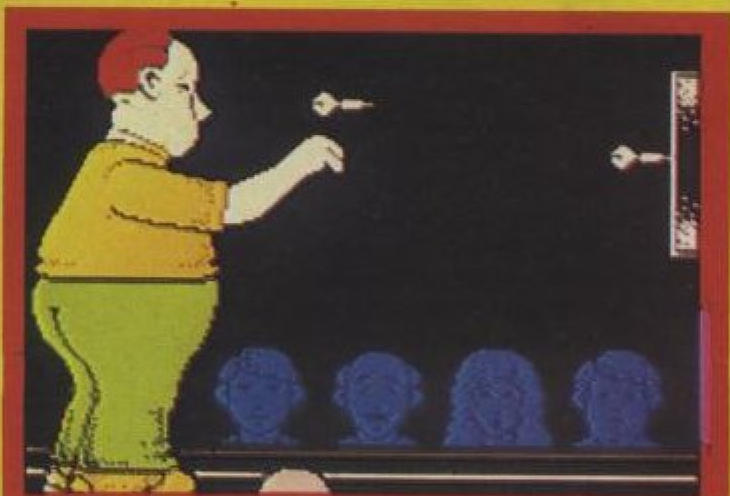


RATING

Imaginative, well designed but with one or two minor quirks.

PRESENTATION	77%
GRAPHICS	84%
SOUND	N/A
PLAYABILITY	81%
ADDICTIVITY	82%
OVERALL	**81%**

JOCKY WILSON'S Darts Compendium



● It's Jocky on the oche (a might tubby, isn't he)!



● Eh! Grand, super, smashing! You get nothing for two in a bed, not in this game! Jim Bowen just cracks us up!

Zeppelin Games ■
£2.99

Everybody's favourite hero comes to life on the Spectrum once again. This time ol' Jocky Wilson has got six games on offer, all stuck up his shirt at the same time by the look of his character in the game!

You can play normal 501 darts or choose from five other games for one or two players. Football is a where each player has to hit the bull to start. Once they've chosen a number they must aim for the doubles. Each double hit scores a goal. The first to ten goals is the winner.

In Dart Bowls, the first player throws a jack, then both players throw three darts. The nearer they come to the jack, the more points you score.

Scram is another fun game where one player is a stopper and one a scorer. When a stopper hits a number that sector is wiped out. The scorer then has to score as much as possible with the remaining board. This continues until the whole board has been stopped, then players swop roles.

Ten Dart Century is my favourite of the games. Each player has ten darts and has to score as close to 100 as possible without going over. If a dart misses the board the score is reset to zero. This is trickier than it sounds.

Shanghai is the last game. The computer selects a sector of the board to aim at. You can then only score in that sector and the one with the highest points after ten sectors is the winner.

Jocky Wilson's Darts Compendium makes a refreshing change from the usual boring darts games. The graphics on the board are as interesting as they possibly can be but single players get an extra bonus of playing against a cartoon Jocky!

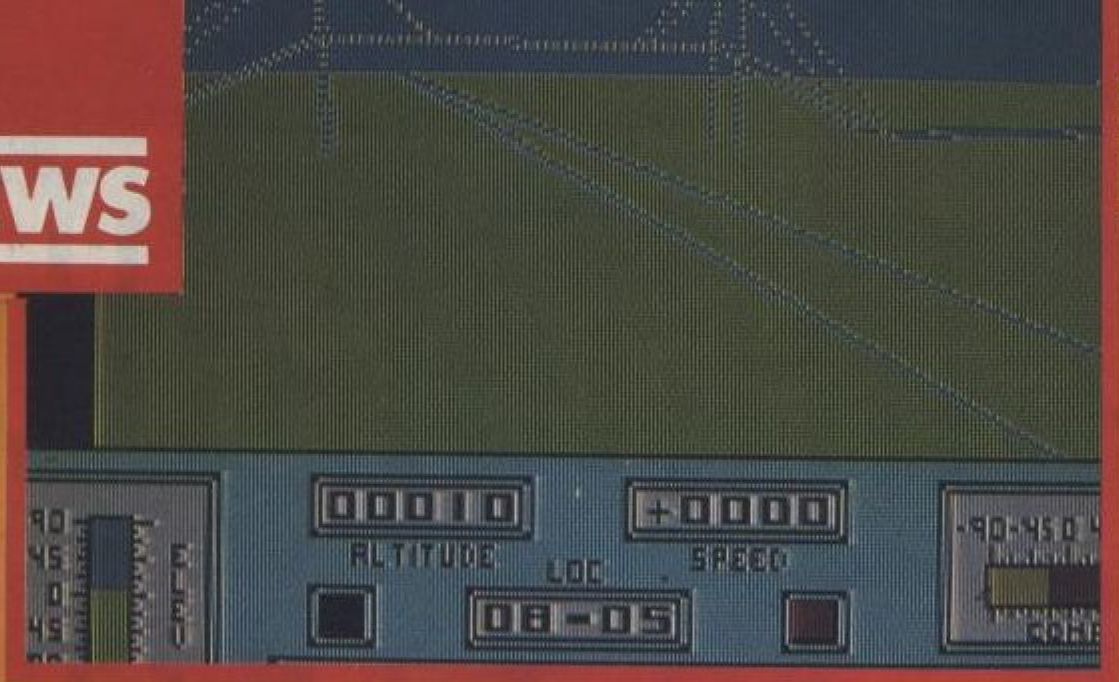
NICK

RATING

OVERALL 76%


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A CRASH Smash



● Yikes! We've ground to a halt and we did so want to fly under Targ's bridge.

MERCENARY

Novagen ■ £2.99 ■ Rerelease

In the last eight years or so there have been very few original games but one stands out in my mind as the best. That game is *Mercenary*, a speedy vector graphics 'future sim'. No-one who's played this game could have failed to be pulled into it. When I first bought it, many aeons ago, I played it for months, very often for ten or 12 hours a day.

For those who need a reminder of the plot: you're a 21st century mercenary who, through battle damage, has been forced to land on the planet Targ. Most of the planet's inhabitants have wiped themselves out in a massive war, but the Mechanoids and the Palyars are still at each others throats — and you're in the middle of the conflict. All you want to do is go home, but you can't do that until you find a spaceworthy ship. But it doesn't hurt to do a bit of freelance work while you are stranded, and you'reoffered cash to carry out cerain tasks.

Your only companion is Benson, a computer that goes everywhere with you and fills you in on the locations that you visit and is a communicator between you and the Palyars and Mechanoids.

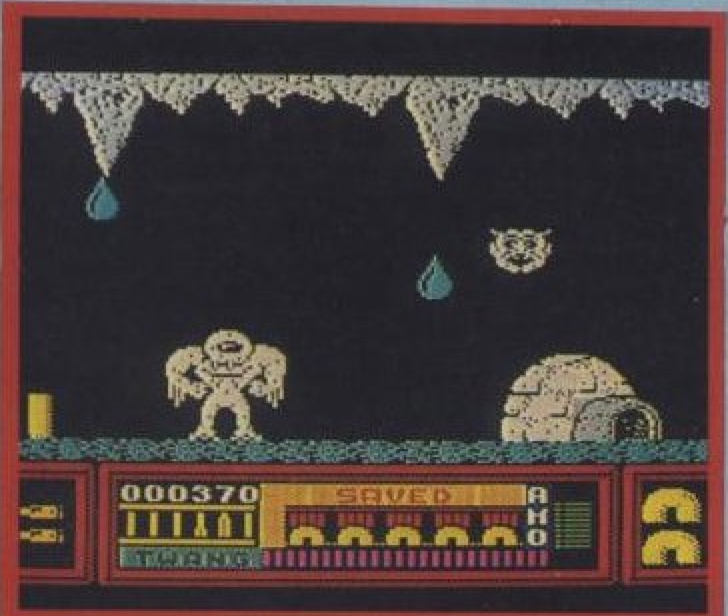
It's a difficult game to complete — but the lastability's high because every minute is enthralling. Many people *have* escaped from Targ but I never quite made it. I got very close to finding the interstellar craft but couldn't pin-point it.

Playing *Mercenary* again brought back a lot of memories. Five or six years have passed since I first tried to escape from Targ and the game is as brilliant now as it was then. A Smash and no mistake.

MARK

RATING
OVERALL 93%

FROST BYTE



● You're the Kreezer and the Kreezer is that yellow thingy on the left-hand side.

Micro Value ■ £2.99 ■ Rerelease

Cosmia was quite a nice planet to live on once. That was before the Kreezers were forced to share their lands with a group of ghoulish monsters. They've taken over the caverns deep inside the planet and have captured your friends. Your skills are tested to the full as you attempt to rescue your fellow Kreezers in *Frost Byte*!

So, what's a Kreezer? Well, it's a sort of slinky spring thing that turns over and over on itself as you move along. This thingy can jump and fire and it's powers increased by collecting special diamond-shaped sweets. As well as collecting sweets to increase jump power, spring platforms help you reach dizzy heights and mattresses offer a safe landing back on the ground.

Frost Byte may be years old but it can still give the newer games a run for their money. There's plenty of colour and animation in the game and each screen has something new to be zapped and more platforms to be reached. Lots of arcade action and a totally original main character!

NICK

RATING
OVERALL 79%

ARKANOID
REVENGE OF DOH

The Hit Squad ■ £2.99 ■ Rerelease

The *Break Out* game style has got to be one of the most cloned ever. *Arkanoid* put it on the map, though, and this is the sequel to the Spectrum classic. There *is* a storyline but it's pointless, and besides, there can't be anyone out there who hasn't played a game like this once in their life. However, nothing can beat this excellent version — it's smart!

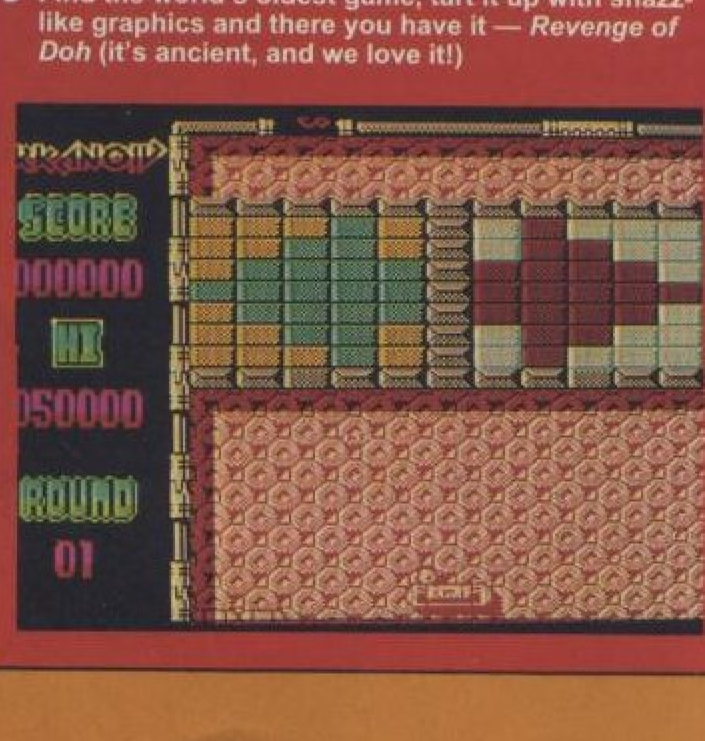
The slick presentation and graphics make *Doh* instantly attractive. What makes the gameplay so special is the variety of icons you can collect: some provide mega-weapons and others have an effect on your bat, doubling the speed or slowing everything right down.

The first few screens are quite simple to complete, it's when you advance to later levels you need sedation tablets to prevent your head exploding! Things can get very frustrating indeed!

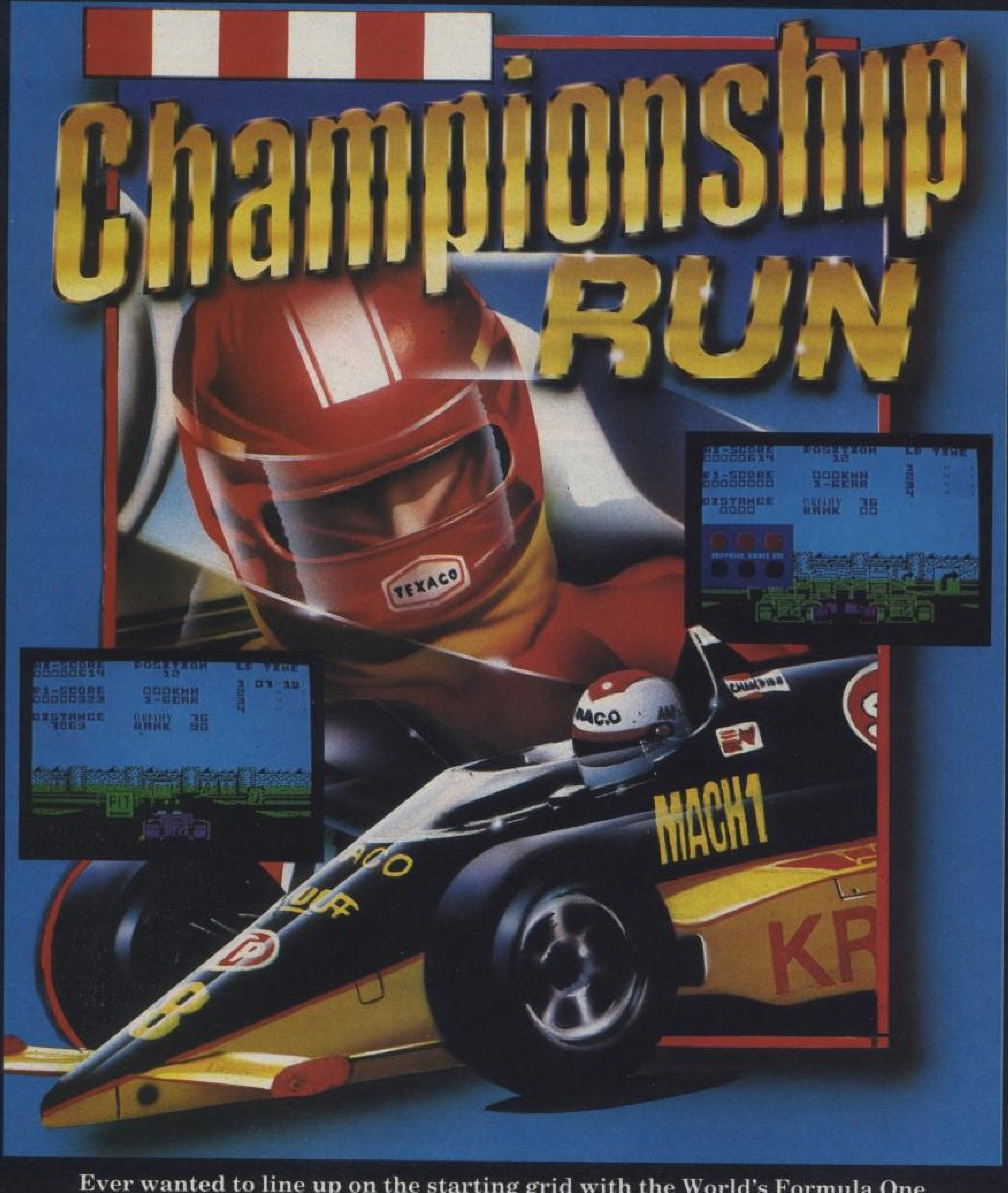
Arkanoid — The Revenge Of Doh is the best *Break Out* game ever — it can't be bettered (dangerous thing to say, Nick —Ed). No Spectrum software collection is complete without this game so get it (if you haven't already!).

NICK

● Find the world's oldest game, tart it up with snazz-like graphics and there you have it — *Revenge of Doh* (it's ancient, and we love it!)



RATING
OVERALL 82%



Ever wanted to line up on the starting grid with the World's Formula One Pros ? Well, now you can in the most sophisticated racing game ever seen on the Spectrum. Stunning large graphics portray the action as you jostle for position against the other cars, with only one thought on your mind Pole Position.

Each one of the World's top racetracks has been painstakingly reproduced to bring you the ultimate in speed, accuracy and playability.

Available:-

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CHAMPIONSHIP RUN -
All that's missing is the bubbly !

IMPULZE

THE HUNT FOR RED OCTOBER

Grandslam ■ £9.99 ■ £14.99

There have been two *The Hunt For Red October* games. The first was based solely on the excellent Tom Clancey novel (essential reading), while this latest offering is based on the recent Sean Connery movie (essential viewing).

The story goes something like this: Ramius (Connery in the movie) is the commander of Russia's most powerful submarine, the Typhoon class Red October. But Ramius is disillusioned with the Russian way of life so plans to defect with the submarine, and has help from the west in the guise of CIA operative Jack Ryan.

The game is split into six sections. The first sees you guiding Ryan, who's dangling from a helicopter, onto the conning tower of the USS Dallas.

When Ryan has landed safely, the scene shifts to a horizontally scrolling undersea section where Ramius has to guide the Red October past Russian subs, depth charges and guided missiles and out to the open sea. You have depth charges, torpedoes and homing missiles to return fire, and a range of bonus items can be picked up on the way.

Once in the open ocean Ryan can transfer from the Dallas to the Red October via a mini-sub. This section isn't quite as finicky as the helicopter drop — you can hit the submarine slightly off target and still survive.

The next section quickly follows with you waggling the joystick like mad to open an airlock. Fail to do so and you'll soon be waterlogged. Level five is another 'blast your way through the Rusky submarines' section as the Red October heads for the good old US of A. But disaster strikes when the chef decides to be a mutineer and attempts to detonate the nuclear warheads the sub carries, so you must stop him in a *Cabal*-style shooting scene.

And there you have it. Sounds packed, doesn't it? Unfortunately, although there seems to be lots to do, the gameplay is pretty shallow. I mean, it's not crap or anything, just a bit easy.

However, the graphics are very good — the title screens look to be digitised and promise a great deal. The sprites aren't digitised, of course, but they're colourful, fast moving and well drawn. It's a real shame the gameplay doesn't measure up to the graphics because both the book and the movie are first class.

If you're looking for something simple and entertaining, this could be it but so much more could have been achieved with this licence.

MARK 60%

NICK I haven't seen the film but I've seen *Doctor No*, starring Sean Connery — that's near enough (no it isn't —Ed). Graphically this is an excellent game. Right from the beginning, with the digitised pictures from the film, you're given lots of colour and great animation. It's a pity there isn't the gameplay to go with it. The main part of the game is the sub speeding along in a shoot-'em-up situation. You fire lots of torpedoes and hope you'll blow away the enemies. This makes a reasonable shoot-'em-up but nothing earth shattering. In between these levels are sub-games (ho ho!); these are really well done but simple to complete.

79%

RATING

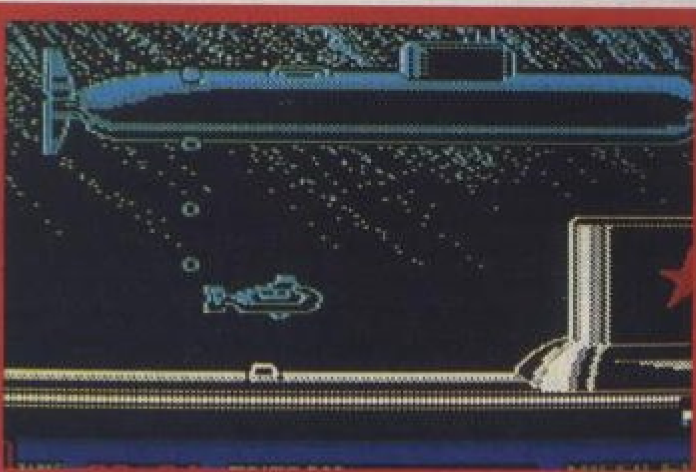
Looks good, plays well but lacks depth (a bit odd for a submarine game, don't you think?)

PRESENTATION	85%
GRAPHICS	84%
SOUND	79%
PLAYABILITY	70%
ADDICTIVITY	72%

OVERALL 70%



● In the depths of the ocean, the Red October blasts its way to Western freedom (and a Big Mac, please)



● Blobby rugby players and huge plugs for shops that sell software? A definite 32 percenter, wouldn't you agree?

INTERNATIONAL rugby

Micro Value ■ £2.99 ■ Rerelease

Rugby Union is a popular sport. Very popular judging by the amount of budget games that have appeared recently. The latest is *International Rugby*, a one- or two-player action-packed game for all the family (he says sarcastically).

The first task is to ramble through the obligatory option screen, select control methods, amount of players, difficulty level (easy or hard) and either practice or championship games. If you choose practice you enter straight into the match, but in championship mode you can select one of five countries (England, Scotland, Wales, Ireland or France) and battle it out on a league table.

The game is split into two 40-minute halves with the normal rugby rules applying (ie, kick the frag out of opposing players and score trys). The player under control is highlighted, so there's no risk that your samey-looking figures will be confused with each other.

The problem is, it's not very good: small, stick-like players hobble around a green expanse of backdrop. Okay, there's an interest factor with the league table if playing against a mate, but very soon even this becomes tiresome. *International Rugby* was originally published six years ago and today it can't compete with other sports games.

MARK

RATING

OVERALL 35%

ROAR OFF WITH AN ATV FROM ZEPPELIN!



- Here it is! This is what you could be playing with if you're the lucky winner! Well, even if it's not *this* one, it'll be one like it. Still worth £150 and generally really fantastic. Okay?

★ WIN! A REMOTE-CONTROLLED BUGGY!
★ WIN! A YEAR'S SUPPLY OF ZEPPELIN & IMPULZE GAMES!

Zeppelin. What sort of name for a groovy games company is that? Hardly anything rhymes with it so you can't invent a snappy catchline for it. Well, erm, the only thing we could think of that rhymes with Zeppelin was 'metal pin', and there's not a lot you can do with that, is there? 'Zeppelin — games more fun that a metal pin.' See? Useless. Anyway, that's not what we're here to talk about.

No, instead we're here to get pretty ecstatic about Zeppelin's kickin' games heading your way. Games like *Stack Up*, the groovy puzzle game that'll have your brains doing back-flips, and *Dirt Track Racer*, the action-packed race game featuring All Terrain Vehicles! So, let's get ecstatic, shall we? *Yayyyy! Hurrah! Whoooopppppeeee...!*

RIGHT, THAT'S ENOUGH

Ahem. If you flick to the preview pages you can catch a glimpse of those two games (they're complete bargs at £2.99, shoppers). Not only do Zeppelin, and for that matter Zeppelin's full price software label, Impulze, have smart games but the people behind it are great too! It's true!

Take Darren Jobling (one of Zepp's bosses) f'r instance. He's great, and sounds just like Vic Reeves (except Darren doesn't have a *Big Night Out* — well, not one he's admitting to). What's going on then, Darren?

'Yoooou would not believeeeve what's going on round the back there!' No, really? *'There's a great remote-controlled ATV-type buggy sort of arrangement and it's just waiting to be won by some lucky CRASH reader!'* Blimey! Hurrah, eh?

INDEED, 'HURRAH!'

So, there we have it. This is a brill Zeppelin/Impulze compo with £150's (or possibly more) worth of remote-controlled bugginess up for grabs. And that's not all! There are five fantastic runners-up prizes to be won, too! Five runners-up will each win a year's subscription to all Zeppelin's and Impulze's new releases! Cor! So, whenever Zeppelin or Impulze release a game, they'll slam one in the post to you!

Games planned include not only the two we're previewing this month but forthcoming titles such as *Neighbours*, *Match of the Day* and *Round the Bend*! So, according to their current schedule, a runner-up stands to win around £100's worth of games throughout the year. Super!

AND THIS IS HOW YOU DO IT

We've got a spot the difference puzzle for you to ponder over. Usual kinda thing, spot the TEN differences between picture A and picture B, ring 'em, fill in the coupon, snip it out and post it off to: NEWSFIELD, ZEPPELIN'S BRILL BUGGY COMPO, CRASH, LUDLOW, SHROPSHIRE SY8 1JW. Entries here by June 20, if they aren't, well, you won't win. Cheerio, then.

PICTURE A





PICTURE B

NAME..

ADDRESS..

....

.... **POSTCODE**....................

NEXT MONTH

Two very important things are happening (so listen up)

FIRSTLY:
ANOTHER WHIZZO DOUBLE-TROUBLE TAPE ISSUE!
Hurrah! It's true! It most certainly is — another two cassettes stuck to the cover featuring some delicious items for you to load up into your Speccy! You won't believe what we've got lined up for you (so there seems little point in telling you). You'll just have to buy the next issue!

SECONDLY:
CRASH MAKES A VERY SPECIAL ANNOUNCMENT!
Of mindboggling proportions! Remember all those things you asked for in the Crashtionnaire? Well... Next month, folks!

AND THEN:
All the usual bits and pieces to make up the scrummiest Speccy mag around! Reviews of the month's top games! Previews of forthcoming thrills! Tips to help you bust those tricky games! Brilliant top-prize compos! And so much more!

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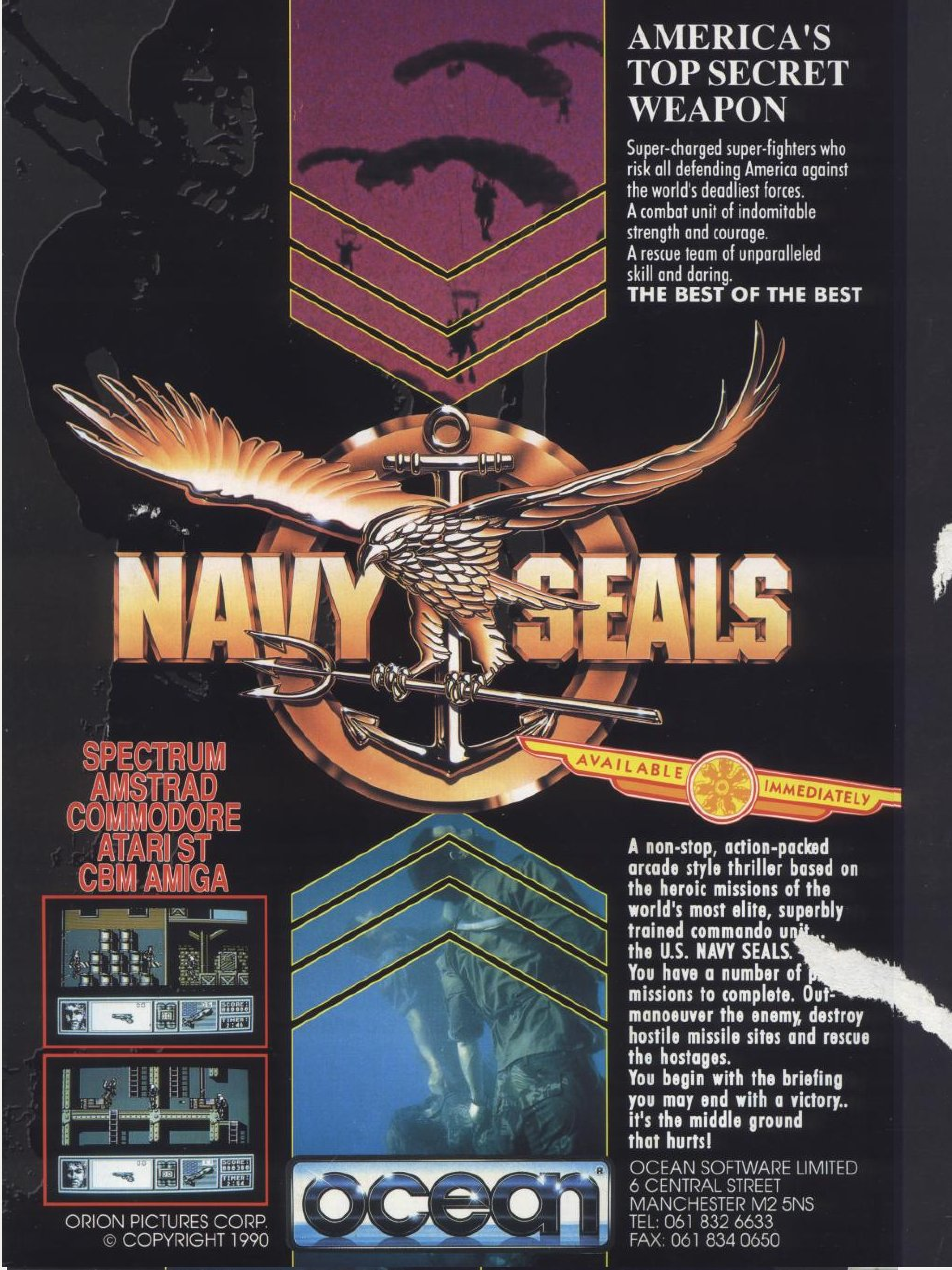
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